


HOW TO RUN A TROOP



GILCRAFT



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THE "GILCRAFT" SERIES

HOW TO RUN A TROOP

Uniform with this Title

LETTERS TO A WOLF CUB

WOLF CUBS

CUB GAMES

SCOUT GAMES

TRAINING IN OBSERVATION AND TRACKING

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HOW TO RUN A TROOP

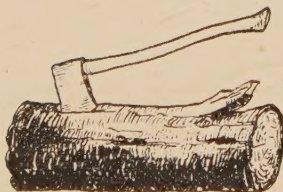
HOW TO RUN A PACK

HOW TO RUN A TROOP

(A YEAR'S TRAINING)

BY
" GILCRAFT "

REVISED EDITION



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1
‘Gilcraft’ is a pseudonym standing for no one person but for various members of the 1st Gilwell Park Group, that is, those who have passed through Wood Badge Training.

<i>First Edition (by Ernest Young)</i>	. . .	1916
<i>Second Edition</i>	1919
<i>Third Edition</i>	1923
<i>Fourth Edition</i>	1927
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PREFACE

THIS book is based upon the late Mr. Ernest Young's *How to Run a Troop*, which was first published in 1916. Many of the older generation of Scouters will recall with gratitude the help they found in its pages. A book of this kind is bound to become dated as the years pass, and as fresh ideas prove successful in practice ; for Scouting, as B.-P. was so fond of stressing, is a Movement and is therefore constantly receiving new inspiration from many sources while retaining its characteristic principles and methods.

There have been several partial revisions of *How to Run a Troop* since 1916, but it is now felt that a more thorough overhaul is desirable, so that Scouters of to-day and to-morrow can find the same help which their predecessors welcomed in 1916.

We are grateful to the late Mr. Ernest Young for the generous permission he gave for this revision ; it is but one of the many services he rendered to Scouting since its earliest days.

HOW TO RUN A TROOP

THIS book is intended to be nothing more than a series of suggestions for Scoutmasters who are fairly new to the job. It shows how Scout work can be arranged in such a way as to be varied, methodical, and progressive. Boys like to feel they are "getting on"; at the same time they are soon wearied by too much of the same thing. The course of training outlined here has been successfully followed by Troops of boys varying in age from eleven to fifteen.

It is assumed that there has already been some preliminary training of a few boys (the Foundation Members so to say), and that now at least two Patrols are ready for regular Scouting.

The plan for the first year is divided into thirty-nine Meetings. Of course, there are fifty-two weeks in a year, but there will be times when the Troop Room may be closed for various reasons, or when members are not able to meet, or are away in camp. Hence plenty of room is allowed for accidents and breakdowns.

An *evening* is meant to be a period of an hour and a half, and one evening a week is perhaps sufficient for the training of the Scout in the work for the Tenderfoot, Second, and First Class Badges.

Other evenings in the week can be devoted to Badge work: Carpenter, Cook, etc.; to physical drills and gymnastics; to hobbies—wood-carving, bookbinding, leatherwork, etc.; another to music, debates, and so on. The suggestions given are merely intended to show how to train the Scout with a view to the First Class Badge without boring him to tears, and yet at the same time how to make that training *complete and progressive*.

This is not, however, intended to be a rigid scheme; the suggestions made should be freely adapted to suit local conditions. The order in which the items are done, is again a matter of convenience and not of rule. So, too, the amount of time given to each item must be decided by the Scoutmaster on the spot. If the Scouts, for instance, are obviously absorbed

in some subject, it is a mistake to change just because the programme says "Change!"

Since it is universally recognised that the Patrol system is the backbone of Scouting, *the Scoutmaster should entrust the training of Scouts to their Patrol Leaders to the fullest possible extent.* In order to do this, Patrol Leaders and Seconds must receive additional training one night each week, from the Scoutmaster or some other instructor, so that before each Scout meeting every Leader knows what he is going to teach and how to teach it.

If there is more than one Patrol, the Patrols can compete against each other for first place. If there is only one Patrol, let the members compete amongst themselves.

Although part of each week's plan is labelled OUTDOORS, that does not mean that the weekly Meeting should be indoors; it may have to be on account of weather, or want of daylight, but this must always be considered a second-best arrangement. Scout Meetings are held out of doors whenever possible. The OUTDOORS part of these programmes is meant for half-days and special opportunities like long summer evenings. The training proposed is partly in connection with the Second and First Class Badge work, and partly in the form of games, etc., for the development of Scoutcraft proper.

You will also need to introduce more games than are given in these programmes. It is, for instance, a good guiding rule to see that the Scouts have an opportunity for vigorous activity; this is particularly desirable if your Meeting *has* to be indoors.

It will be necessary to keep a register of all the tests passed by the Scout as he progresses to the rank of a King's Scout. There should be three such registers: one for the Scoutmaster, who wants to know what the Troop is doing; one for the Patrol Leader, who is responsible for his Patrol; and one for the Scout, who is responsible for himself.

There are various kinds of registers, loose-leaf record systems, and so on, obtainable in the Scout shops. The Scoutmaster is advised to inspect those on sale, and select the kind he thinks most useful to him. He can, of course, devise his own, and encourage the Patrol Leaders to invent wall charts of progress, etc. There is no one system which must be adopted by all. Here, as in all Scouting, it is expected that

the Scouter will use his own intelligence and imagination and encourage his Scouts to do the same.

The Scoutmaster should arrange with the Patrol Leaders in the Court of Honour, an Inter-Patrol Competition; the system of points should cover not only actual achievements in Scouting practices and games, but also smartness of appearance, quickness of response to orders, etc. No competition should be too long drawn out; at the beginning of the Troop, one month is long enough; three months should be the limit. Don't go in for a "pot" as a trophy; the winning Patrol should have certain privileges, such as breaking the flag, leading the Troop, etc.

The only book referred to in the programmes is *Scouting for Boys*: the reference is to the Yarn; e.g. Y. 6 means Yarn 6. Page references would be confusing as the numbering varies according to the edition. You should possess the Memorial Edition as this has more suggestions for practice than previous editions.

FIRST WEEK

Each Patrol should have its own section of the Troop Room, and be expected to keep it clean and tidy. Dirt and disorder in a club-room are a disgrace to the Patrol or the Troop.

1. Give a few words about the use of *signs* by Indians and others. Teach the Scout Signs (Y. 4).

2. Give a few words about *salutes* and what they mean (Y. 3). Note specially: (a) meaning of the three fingers; (b) the kinds of salutes; (c) the use of the salutes.

Let the Patrol stand at attention and practise the salutes under the command of the Patrol Leader. Points may be given to each boy, or to each Patrol, for smartness.

3. Give a few words about *knots* (Y. 8). Teach the *reef* and the *round turn and two half-hitches*. Use rope not string. After the first knot has been taught, let it be tied as rapidly as possible. The fastest boy steps out of the game. Do this as many times as necessary till the slowest boy is found. If there be more than one Patrol, let the slowest boy in each

Patrol compete against the other "slows" till the slowest boy in the Troop has been found. Then repeat all this with the second knot.

4. Play "Jumping Stick Relay" (end of Y. 18).

The Court of Honour

After each weekly Meeting there will be a Court of Honour for arranging the general work of the Troop. Plans for the next Meeting will be discussed, and preliminary arrangements made for future activities. Give the Patrol Leaders all possible responsibility (see Y. 4, under "The Patrol System").

The Library

Each Troop should have a small library of Scout books. Each book will be numbered, and a list made, so that if, say, No. 34 is lost, you will know what book No. 34 is. The books should be borrowed on one night a week, and a definite time fixed as to how long a book can be kept.

If there are only a few books, then at first only the Patrol Leaders may be allowed to borrow. As the books increase, the best Patrol can be allowed to borrow, and so on.

Enter the names of the borrowers in an exercise book, and rule it off in columns for the dates. When a book is borrowed, put the number of the book opposite the borrower's name, in the proper date column. When he returns the book, cross out the number. One of the Scouts should be librarian.

Don't say you cannot afford books. Get them one or two at a time, but get them. You can select your books at a Scout Shop, or write to I.H.Q. (25 Buckingham Palace Road, London, S.W. 1) for suggestions.

OUTDOORS

Play the game "Follow the Trail" (end of Y. 11). This gives practice in the use of the Scout Signs. Be sure to hide a few letters.

To become a King's Scout one must be a Pathfinder. To get this badge it is necessary to know one's own neighbourhood very thoroughly. If the trails in this and the succeeding

SECOND WEEK

11

weeks be laid, first in one direction and then in another, it will be found that after a time the boys will know the paths and thoroughfares of their own neighbourhood quite well.

Trails can be laid with bits of wool, or by woodcraft signs such as bent twigs, oak leaves on ash trees, etc.

SECOND WEEK

1. Have a test on the *signs*. Each Scout is to write out all those he remembers. Points can be given, to count in the competition. If a boy remembers the lot, he has passed one of the Tenderfoot tests, and this must be credited to him, and entered in the register.

Boys who do not pass can revise their work and be tested again some other evening.

2. Revise last week's *knots*—reef and round turn and two half-hitches. Someone is sure to have forgotten them. Make a competition of this.

Teach the *clove hitch* and *sheepshank* (Y. 8), using the method of finding the slowest boy as before.

To be of practical use, the clove hitch should be tied round a chair back, or something over which the knot cannot be slipped, as well as by slipping it over. The sheepshank should be tied with both ends of the rope attached to some rigid object.

3. Play "Overhead Relay" (end of Y. 18).

OUTDOORS

Lay a wool trail. This is the next easiest form of tracking to following the Scout Sign trail played the week before. The trail should be laid with *red* wool, as this is fairly easy to see; never begin by trying to be too clever and setting tasks too difficult.

The Patrol Leader will not lay the trail, but lead his Patrol and see that no one drops out.

The trail should end at some point where *fire lighting* can be practised.

On the way home practise Scout Pace.

This is 20 paces quick march, 20 paces at the double, and so on alternately walking and running.

Scout Pace is chiefly useful as a method of travelling a very long distance without getting fagged out.

THIRD WEEK

1. Give a test on the *Salutes*. Suitable questions are : (a) What do the three fingers mean ? (b) To whom should the salute be given ? (c) How do you salute when your hands are occupied ?

Give points for the competition, and, if a boy gets three-quarters of the points, enter him in your register as having passed the Salute test for a Tenderfoot.

Then let the Patrol Leader fall in his Patrol, and give practice in saluting till each member is smart.

2. Revise the four *knots* already learnt.

Teach the *bowline* and *sheetbend* (Y. 8). Have a competition to find the slowest boy as before.

3. The *Flag*. Show how to fly, hoist and break the Union Jack.

4. Game : " Circular Jumping " (end of Y. 19).

OUTDOORS

Play the " Wool Collecting " game again, but this time use *green* wool. This is much more difficult to see, and there should be a rule that the pieces are to be laid every ten or twenty paces from each other.

In playing these wool games the Scout signs can be used as well ; mix up the two kinds of trail so as to teach the boys to keep their eyes open.

At the end of the trail have more fire-lighting—this time try one of the methods given at the end of Y. 8, suggestion 7.

Practise *Scout Pace* home again.

FOURTH WEEK

1. *Troop Formations.* These are set out near the end of Y. 19. It is important that the Scouts should be able to move smartly and in good order. If they form a habit of this from the very beginning, not much time need be spent in practice. Whenever possible use signs instead of shouting! Don't try to learn all the formations, etc., in one evening. Spread them out, but do all thoroughly. No sloppiness!

2. Revise the whole of the six *knots*.

3. Teach *whipping* the end of a rope (Y. 8). All ropes you use should be properly whipped.

4. Play "Circular Staff Romp" (end of Y. 18).

OUTDOORS

(a) Test Fire-lighting for Second Class. Each boy to find his own wood in the open, not to bring a nice dry bundle from home.

(b) Play "Dispatch Running" (end of Y. 7).

FIFTH WEEK

1. *Test the Knots.*

Call out the name of a knot. At a given signal, all tie. At next signal, all stop. Examine the knots. If correct, tick off on a list which you have drawn up.

Every knot correctly tied counts two points. A boy must tie *all* the knots correctly to pass this part of the Tenderfoot Test. Keep your list, and give further opportunities, later on, to the boys who may have failed this time.

Note.—Most of the boys, if not all, will now have finished their Tenderfoot Tests. Working one night a week, this has taken five weeks. Some Scouts have been known to do it all in five minutes, but that's something like bolting food at dinner. It goes down quickly enough, but it does no good, for it does not digest.

Tell the boys, "Don't be in a hurry to wear a badge. It's not wearing the badge that matters, but knowing all that the badge means when you do wear it."

2. The following games are intended to train the senses—touch, hearing, smell, etc.

(a) *Sleeping Pirate.*

Pirate is blindfold, seated in the centre of a circle chalked on floor (6 feet radius), with a knife stuck in the floor in front of him.

One player from each team comes to the edge of the circle, and at a signal all start to creep in and try to remove the knife and take it outside the circle.

If the pirate hears one coming in and points, that one falls out; if heard going out with the knife, he replaces the knife and then falls out.

(b) *Thimble Finding.*

The Patrol goes out of the room, leaving one behind who takes a thimble, ring, coin, bit of paper, or any small article, and places it where it is perfectly visible, but in a spot where it is not likely to be noticed. Then the Patrol comes in and looks for it. When one of them sees it he should go and quietly sit down without indicating to the others where it is, and the others, if they see it, do the same.

After a fair time any one of those sitting down is told to point out the article to those who have not yet found it. The first one to see it is the winner, and he sends the others out again while he hides the thimble.

(c) *Scout's Nose.*

Prepare a number of paper-bags, all alike, and put in each a different smelling article, such as chopped onion in one, coffee in another, rose-leaves, leather, aniseed, violet powder, orange peel and so on.

Put these packets in a row a couple of feet apart, and let each competitor walk down the line and have five seconds' sniff at each. At the end he has one minute in which to write down or to state to the umpire the names of the different objects smelled, from memory, in their correct order.

OUTDOORS

Play first, the game "Spot Your Staffs."

This game is played in the same way as an ordinary paper chase, except that the hares are provided with a number of small gummed labels, such as are used by shopkeepers for marking the price on goods.

Every time trail is dropped not more than two labels should be dropped with it.

As soon as the trail is picked up by a hound, he gives his Patrol call. The other hounds immediately proceed to the spot and search for the two labels. When found they should be stuck on to the finder's staff, and at the end of the chase the Scout with the most labels wins.

This tends to keep up the interest of the smaller Scouts who otherwise would soon be inclined to lag behind.

The trail should lead to a piece of ground where instruction in cooking can be given. Each Scout will first prepare his own fire. (If he has not passed his Fire-lighting Test, he can do it now.) It will be best to begin with easy things, say a steak and some potatoes. To get good results don't be too ambitious at the start. Hence proceed as follows :

Cook the potatoes *first*. Wash them and put them, *in their skins*, in a billy, just a little more than covered with water. Add a pinch of salt. Put on the fire and boil. As soon as the water boils remove the billy to a cooler part of the fire, and keep it only just at the boil.

The potatoes are done when they are tender to the fork. They will take twenty to thirty minutes.

Pour off the water ; stuff a cloth in the billy to keep in the steam ; put near the fire to keep warm.

Now for the meat, which takes a much shorter time to cook. Put some fat in the frying-pan. When it is melted, put in the steak. Cook on one side for three or four minutes. Turn over and cook on the other side for three or four minutes.

Turn the meat and potatoes out on to a plate. It is better to use a plate of enamelled ware or tin. It does not break, and it can be put by the side of the fire to warm, with no danger of cracking.

Food cools very quickly in the open air, so have a *hot* plate,

meat just out of the pan, and potatoes kept warm in their own steam.

It's all very well to cook meat and potatoes, and to eat them with a good appetite. It is not so amusing, washing up afterwards. Still it has to be done properly.

Sand or earth and a cloth or grass will do a great deal, but it is better to boil some more water in the billy. Wash the knife and fork first, then the plate, and then the billy. Rinse out the billy with clean water ; wipe dry with a cloth or put the things out on the grass to dry.

Don't leave any bits of food on the ground, any fat in the frying-pan, or any potato skins in the billy.

A Scout is clean !

SIXTH WEEK

1. *Signalling.*

(a) There are only two things in the Second Class work that give a boy much trouble, and one of these is the signalling ; but if the following instructions be carried out and practised for, say, ten minutes every day, it is possible to learn to signal fast enough, even for the First Class, within a few weeks.

(b) In the Troop Room use your arms, but in the open air flags are needed. For Semaphore work two flags are required. They are square, half blue and half white, as shown in the diagram. They should be about $1\frac{1}{2}$ feet each way, and the sticks should be about 2 feet 6 inches long. Thin bamboo is excellent stuff for sticks.

Make the flags yourself, or get Mother to help. *Always go in for home-made apparatus.*

When signalling, face the person to whom you are sending. He can't read your message properly unless you face him squarely. Let your feet be about 8 or 10 inches apart and stand firmly ; don't wobble.

Hold the stick near the flag, and keep the stick in a straight line with the arm, as in Fig. 1, not as in Fig. 2. The fore-finger should lie along the back of the stick. Do not, as some books advise, put the stick up your sleeve.

Lastly, for the present, be very careful that the flags are

held at exactly the correct angles. If your flag is *between* the proper positions, it is not certain which letter you wish to send.

(c) Patrol Leader or Scoutmaster sends slowly the First Circle, A, B, C, D, E, F, G (see p. 19), pointing out the proper angles carefully. Note also the phonetic names used. Get into the habit of using these.

A	ABLE	H	HOW	O	OBOE	V	VICTOR
B	BAKER	I	ITEM	P	PETER	W	WILLIAM
C	CHARLIE	J	JIG	Q	QUEEN	X	X-RAY
D	DOG	K	KING	R	ROGER	Y	YOKE
E	EASY	L	LOVE	S	SUGAR	Z	ZEBRA
F	FOX	M	MIKE	T	TARE		
G	GEORGE	N	NAN	U	UNCLE		



FIG. 1.



FIG. 2.

The right way (Fig. 1) and the wrong way (Fig. 2) of holding a semaphore flag.

(d) Let the Patrol, all together, send the same letters, calling out the name of each letter as they do so. Repeat three times.

(e) Patrol sends the letters, three times, in the reverse order, G. to A.

(f) Ask individual Scouts to send any letter from this circle, chosen at random.

(g) The next step is to try to read the letters when sent by someone else. The following or similar groups should be sent, four letters at a time. Each Scout will write down the letters in block capitals, in rows of four. When one group has been sent, read out the correct letters. Any Scout who has a mistake owns up and it is explained to him *why* he is wrong.

BADE, DEAF, FEED, FADE, DEAD, BAGA, CADG, GAFB, CEDA, GECB.

(h) Send ten letters as a test. One mark in the competition for every correct letter.

2. Play "Circular Jumping" (end of Y. 19).

3. *Investiture Ceremony* (Y. 3).

Many will by now have passed their Tenderfoot Tests, and they have to be properly enrolled. An investiture is, or ought to be, quite a solemn ceremony, because the Scout now promises, *on his honour*, to do certain important and difficult things.

4. *Address*.

Because the ceremony is solemn and important, it should be accompanied by a short address. For the first address take as a subject the Scout's motto, "Be Prepared." It is the duty and the privilege of the Scoutmaster to perform the ceremony and give the address, in which he should refer to the glorious traditions of the Scout movement, the honourable record of the Troop, and the necessity for the newcomers to try their hardest at all times, so that "through him shall come no stain."

OUTDOORS

1. Revise the letters learnt in the club-room A—G, five minutes. This can now be done with a greater distance between sender and receiver.

2. Next learn the method of moving a Patrol on a road or street (Y. 5—diagram and last paragraph of the section on Patrolling). In future, a Patrol should always move in this way when acting as a single Patrol.

3. Play the game of Flag Raiding (end of Y. 14).

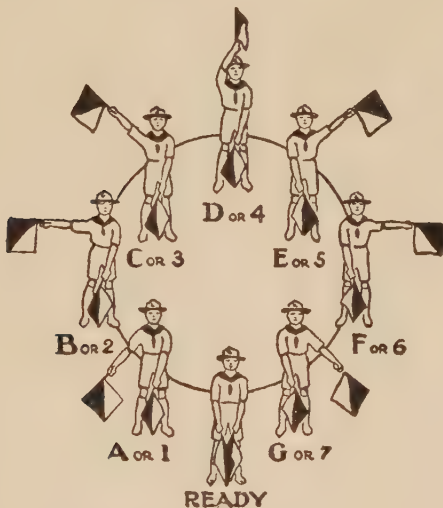
SEVENTH WEEK

1. *Signalling*.

(a) Last week we had something to say about how to stand, and how to hold a flag. One thing that was pointed out as being very important, was to stand squarely, so that

the person to whom you were sending could see you. He *must* see you, or what is the use of sending him a message?

Now, in the South American forests, there lives a big cat, the jaguar. His home is amongst the leaves, on the branches of the trees, and his coat is marked with little light and dark spots, like the lights and shadows thrown through leaves by the sun. Hence it is very difficult to see him.



The letters in the semaphore code go in circles—
here is the first one.

And the rule is generally true, that if a person, an animal, or a thing, is of the same shade or colour as its surroundings, it is not easily seen.

So, if you signal with a dark flag, against a dark background, the receiver will not be able to read the message. Choose, whenever possible, a background of such a colour that the flag stands out well against it.

(b) Revise first circle. Each Scout to send (all together) the following, ABGF, CEDA, ECGF, BDAE, BCDF.

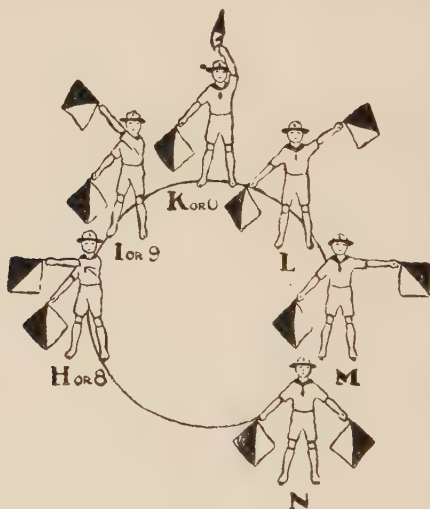
Each Scout to read and write down, in groups of four, and

in block capitals, the following letters sent *slowly* : FBGA, DECA, FGCE, AEDB, FDCB.

(c) Teach second circle, H, I, K, L, M, N (I is called *item*, and M *mike*), in the same way that you taught the first circle.

In a letter like H, the flags are close together ; therefore be careful about the correct angles.

Also, when you send any letter, such as H or I, where the two flags are on the same side of the body, turn well round



The second circle. It will be noted that the letter J does not belong to it.

on the hips, but look straight in front of you, and keep the feet firm.

(d) As a reading test send slowly : MALE, MAIL, CAKE, HAIL, GLAD, KILL, MILK, CLIMB.

A BAD MAN CANED ME.

2. First-Aid.

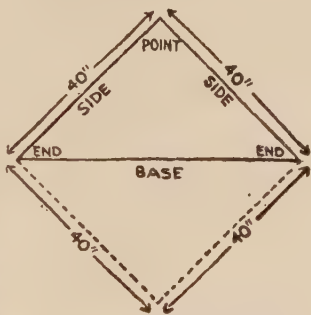
(a) You learn First Aid in order to be able to help people who have met with accidents. But, if you are very young, and you begin tying up broken arms and legs, you may do

a great deal of harm. It is quite useful to know these things, but, as a rule, send for a doctor. You may stop bleeding and bind up a cut, but be careful what you are about with, for instance, a broken collar bone.

(b) For the Second Class Test in First Aid, the chief things you have to know concern small accidents likely to happen in camp or in your own home, such as cuts, scalds, bruises, etc. Any of these accidents might occur when no doctor is near, and you can easily learn how to give relief to the injured person until the doctor can be seen.

Also, it is useful for a Scout to know how to tie and use the triangular bandage, so we propose to give instruction in bandaging during the coming weeks.

(c) *Burns.* The chief thing is to shut out the air from the burn. Plain white lint, or gauze, or clean linen should be cut into strips, soaked in the solution of baking soda (2 teaspoonfuls to a pint), and laid on so as to cover the whole wound. Cover with a piece of oiled silk, cotton-wool, and a bandage. The reason for applying the lint in strips is because it makes future dressing easier.



The bandage which is described in the article.

If you have not got baking soda, lint, or gauze, cover the burn with a thick pad of cotton-wool, or several clean handkerchiefs, and bandage lightly.

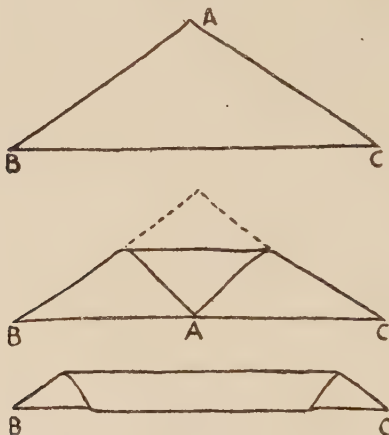
If the burn is at all serious, fetch the doctor.

(d) *Cuts.* Wash the cut in clean water; if there is any doubt about the water, don't wash. Put on some boracic lint, and keep this in its place with plaster, or a bandage.

(e) *The Bandage.* Every boy must have a bandage. This is made of cotton and is shaped like a triangle. The parts of the bandage, as shown in the figure, are called the point, side, ends, and base.

(f) Put the bandage over your knee, with the base towards the body. Bring over the point till it meets the middle of the base. Fold over again to the base and you have now

made what is called a *broad fold bandage*. Fold it again towards you ; you have got a *narrow fold bandage*.



A, B, C is the triangular bandage. Fold A to the base B C and then fold once more to make a broad fold bandage. Fold again to make a narrow fold bandage.

3. *Your Patrol.*

(a) Learn to draw your Patrol animal. The best of these may now adorn your own quarter of the Troop Room.

(b) Learn to make your Patrol cry. Then have a competition to see which Patrol can perform the best.

4. Game : play "Find the Dud."

The players all sit at one end of the room and a number of balls or other objects are placed on the floor (a lesser number than there are players), and on the word "Go !" they all rush and endeavour to obtain a ball ; those who do not do so retire from the game. This is repeated until there is only one player left.

OUTDOORS

1. *Drill.*

Quick revision of all movements learnt so far.

2. *Game.* "Settlers, Sioux, and Iroquois."

In going out to the point selected by the Scoutmaster, go in Patrol formation, and so revise what you learnt the week before. In returning, you can march in close column, and so get practice in marching.

The game given here is for three sections, and each section can consist of any number of Scouts from one upwards. If there are not enough of you to make a good game of it by yourselves, try to get some other Troops or even boys who are not Scouts to come in with you.

The three sections are Settlers, Sioux, and Iroquois. The Settlers turn up at a given point in time to arrive at the place selected at, say, 3.30. They will bring with them such articles as the Scoutmaster directs. The Iroquois and the Sioux assemble at two other given points, widely separated. Each section has watch, pencil, and paper.

Sealed instructions are given to each Patrol Leader. He should impart as much of them as is necessary to a proper understanding of the game to his Patrol. It is most important that they understand what they are and are not to do.

Game ceases at, say, 5 p.m., when the umpire's whistle calls all to a central point. Instructions B are given to the two Indian tribes, and instructions A to the Settlers.

(Instructions can be varied to suit different localities.)

The game is really a contest between the two Indian tribes as to which provides the better and earlier report ; but it is possible to arrange a more or less complicated system of marking points, whereby the Paleface Patrol scores for (1) keenness of sentries, (2) skill in following instructions.

Instructions A

On the outside of the envelope is written :

To the Chief of the Palefaces.—Proceed by the shortest known route to.....and there open this letter. Read contents to the Patrol.

Inside the envelope is the following :

O British Chief, so bravely penetrating an unknown land where enemies abound, I send you friendly counsel. Follow what is written and all will go well.

Choose a camp site, well sheltered from observation, yet

not so confined that you cannot bring your guns to bear upon the enemy in time of need.

Fix beats, 30 yards away on each side of the camp, and appoint two sentries as look-outs. They should be changed occasionally. They are to report to you when they see any Indians, and you will keep a record of these observations (number, direction, tactics of enemy). Do not attempt to offer violence to them if you are not disturbed.

Set up a flagstaff; collect firewood and make a fire; fly a Patrol flag from a high tree branch; hunt for various leaves or plants for your Naturalist's Badge. Revise the two circles you have learnt in Semaphore; practise your Patrol call. The umpire's whistle will sound at 5 p.m., when you should at once rally to the call.

Instructions B

These are the same, with the alterations of names of tribes and meeting-places, for both Indian tribes.

Envelope.—To the Chief of the..... Proceed by the shortest known route to.....and there open this letter. Read contents to the Patrol.

Inside.—O Chief, a number of Palefaces have trespassed upon your hunting grounds, and at present are somewhere upon.....

You are not strong enough to attack them, so you find it necessary to send out Scouts to ascertain where they are and what they are doing. Your Scouts will bring you all the information they can get.

The Patrol must keep under cover as much as possible. If the settlers see any of you, their snipers will pick you off one by one. A band of.....Indians (the other lot) are watching the Palefaces, but as they are not of your tribe, you must avoid them.

The Head Chief of all the Red Men is waiting at..... You are asked to make a written report of all that your Patrol has been able to find out, and to hand it to him, personally, by 5 p.m. You may bring it yourself alone or with your Patrol, but you must not be seen by the Palefaces.

Your report should show the strength of the enemy, what

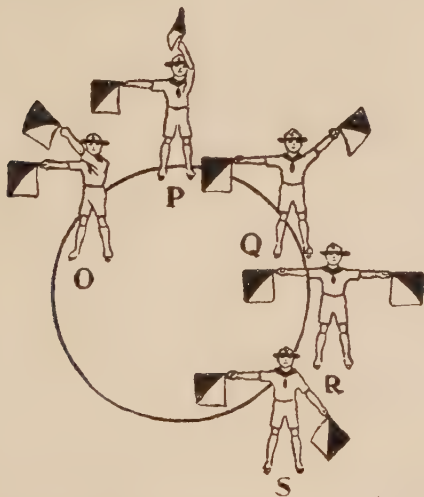
baggage they have with them, what your Scouts have seen them doing, any features of their encampment, position, size, disposition, etc.

EIGHTH WEEK

1. *Signalling.*

(a) Revision of first circle. Sending and reading. Suitable groups for reading test : ACEG, BDFA, GECA, BFDB.

(b) Revision of second circle. Sending and reading.



The third circle of the semaphore alphabet.

Suitable groups for reading test : HKMH, ILNK, MHKI, LMIL.

(c) Don't send too fast. It is no use sending faster than the person to whom you are sending can read. Sending too fast only means waste of time, because you will have to repeat the message. And the other fellow may get disheartened.

(d) Teach the third circle ; O, P, Q, R, S.

(e) Miscellaneous groups and messages for reading tests on the three circles : AEIO, BSCR, DQGP, FNHM, LSRK, AKER, ISOL, BDSQ, SPADE, SPARE, POLE, SICK.

CALL A MAN HERE.

FARMERS ARE COMING ACROSS A HILL.

I CAN SEE A MAN ON A SPIRE.

COME HERE AS SOON AS POSSIBLE.

2. *First Aid.*

(a) Choking. The usual directions for preventing a person from choking himself sound rather funny, but there is no fun in being choked. It does happen sometimes that a person may get a fish bone or something of that kind in the throat, and this thing must be got out. Well, amongst the directions given are the following :

1. Loosen the collar—that's easy enough. Then try to pull out the object with your finger or the handle of a spoon. And don't be surprised if the patient jumps about while you are doing this.

2. Give him two or three hard slaps on the back to dislodge the object.

3. Ho! the patient upside down (if he's not too big !), so that he may cough the object out of the windpipe, if it be in that channel.

4. To remove a bone in the throat, eat doughy bread.

5. If a person has swallowed something small and hard, like a trouser button, give him castor oil and make him sick.

6. If he has swallowed sharp things like needles or pins, give him crusty bread to eat. Don't make him sick with castor oil this time. You never know where the sharp thing may stick on the way out.

7. As always, when in doubt, send for the doctor.

(b) Revise the parts of the bandage and folding the bandage.

(c) To make the large arm-sling. Put the bandage under the arm. Tie the two ends round the patient's neck, *with a reef knot*. Bring the point of the bandage over to the front, and fasten it with a safety pin.

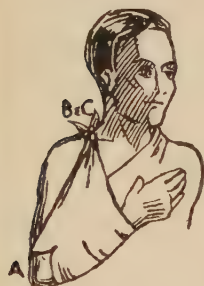
(N.B.—If you can get a doctor, a trained nurse, or a St. John Ambulance man to help, fetch them along to train the Patrol Leaders. But the Patrol Leader *must* train his Patrol.)

(d) The scalp bandage. Turn back the base of the bandage for about one inch. Place the centre on the middle of the forehead, close down on the eyebrows, with the point hanging down behind the head. Carry the ends round the head just above the ears, and either tie at the back over the point or, better, if the ends are long enough, take them round the head and tie off in front.

REEF KNOT



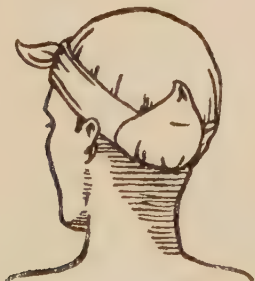
The reef knot must always be used in first aid work.



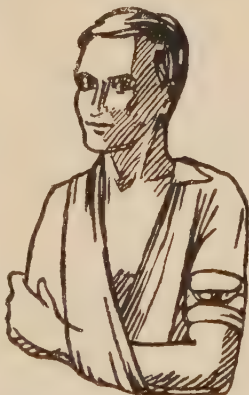
To make the large arm-sling.

Pull on the point so as to tauten up the whole bandage, turn it up, and fix with a pin.

To keep a dressing on the forehead, the eye, the side of the head, or indeed for any rounded part of the body, a narrow bandage can be used. Place the centre on the dressing, carry the ends



The scalp bandage.



The shoulder bandage.

round the head, or the limb, and tie off with a reef knot.

(e) The shoulder bandage. Two bandages are required. The first is laid open on the outside of the shoulder, the

centre of the base being over the middle of the upper arm and the point running up the side of the neck to below the ear. Turn back the base for about one inch, carry the ends round the arm, and tie off. Make a broad fold bandage. Lay one end over the injured shoulder, covering the point of the first bandage, and hanging down from the sound shoulder. Sling the arm by tying the lower end of this bandage to the upper end. Pull the point of the first bandage taut, turn down, and pin.

(f) The elbow bandage. Turn back a hem on the back of the bandage. Lay the centre of the base on the back of the forearm, with the point running upwards to lie on the back of the upper arm. Carry the ends to the front of the arm, cross them below the joint, then back round the upper arm, above the joint, and tie off. Pull the point, turn over, and pin.

3. *The Compass.*

(a) Draw two lines at right angles and letter them as shown in the figure, N. S. E. W.

(b) Draw two lines bisecting the right angles, as shown in the figure. (Note.—The names of the new points : between N. and E. is N.E. ; between N. and W. is N.W. ; between S. and E. is S.E. ; between S. and W. is S.W.)

(c) Draw lines bisecting each of the angles in the second figure and add the names of the new points, as shown. (Note.—Every point between N. and E. is a north-east ; it is N.NE., or NE., or E.NE. Similarly, every point between N. and W. is a north-west, every point between S. and E. a south-east and every point between S. and W. a south-west.)

Each Scout in the Patrol will draw this figure and take the diagram home to learn. Next week he will be asked for it, as a test towards his Second-Class Badge.

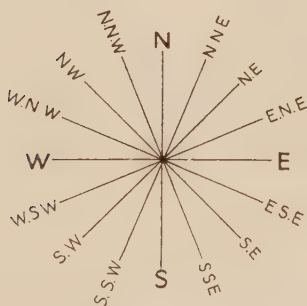
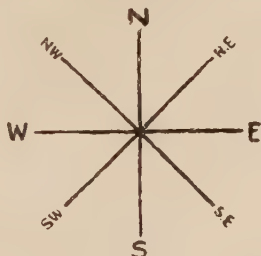
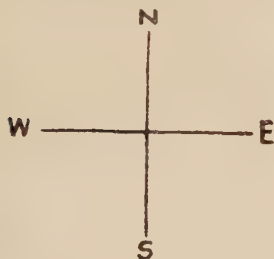
It is one thing to know the sixteen points of the compass and quite another thing to be able to use a compass. But practice in the use of the compass will be given in games.

4. Play " British Bulldog " (end of Y. 19).

OUTDOORS

1. Give each Patrol instructions how to proceed to a given point by means of a compass. The directions can be worked out from the One-Inch Ordnance Map. They should be in something like this form :

Leave..... at Go towards road. There turn to the north-west. Go on as far as the cross-roads ;



The best way to learn the compass points is to start with the four principal points, and progress as shown in these sketches, and as explained in the article.

there turn to the east. Follow this road till it crosses a stile into a field, and go on till three roads meet ; there take the road to the north-north-east, and so on.

A compass can be bought quite cheaply, and there should be one to each Patrol.

In following the compass trail, let two boys go ahead as leaders for, say, ten minutes. The rest should follow and keep a check on the wanderings of their leaders. After ten minutes, let another pair take up the duty of leaders, and so on.

Let the walk end at a point where dinner can be cooked.

If there be more than one Patrol, make the trails all meet at the same point.

2. Cooking test : a quarter of a pound of meat and four potatoes.

3. Revise the three circles in semaphore.

4. Play "Highwaymen."

Black-hearted Dick, a highwayman chief, has been captured at last and the "cutter-off-of-heads" awaits a letter from the king to carry out the execution. But Dick's men are determined that their leader shall not lose his life and they endeavour to intercept the king's messenger on his way from the palace to the prison (a distance of about three-quarters of a mile). One side acts as the king's messengers, though, of course, only one boy carries the letter. The rest act as decoys. The highwaymen have a camp somewhere midway between the palace and the prison. If they succeed in capturing the messenger and securing the king's letter (which says, "Please chop off Dick's head") they return immediately to their camp and substitute another note in the envelope saying, "Dick receives my pardon : set him free." The highwaymen then have to get their letter through to the executioner, while the king's men (having first returned to their base to allow time for the note to be changed) in their turn have to try and intercept the faked order. Thus the game goes on until one side or the other gets its own letter through to the executioner and wins.

NINTH WEEK

1. *Compass.*

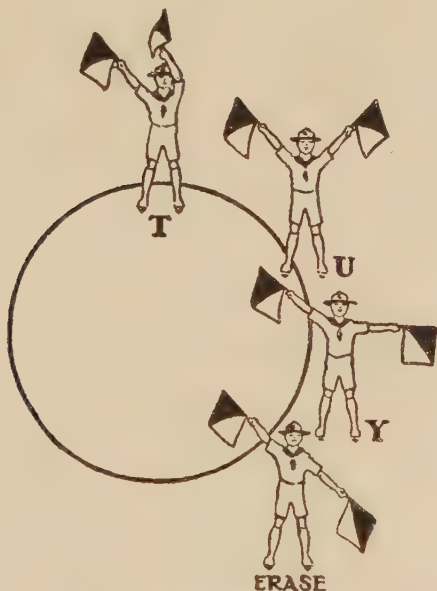
Compass test. Each boy to draw and letter the sixteen points of the compass. In the competition count ten points

if no mistakes ; take off two points for every mistake. There must not be a single mistake to *pass* the test.

2. Signalling.

(a) Revise previous work, sending and reading about five minutes of each.

(b) Teach fourth circle, T, U, Y, erase ; and the fifth

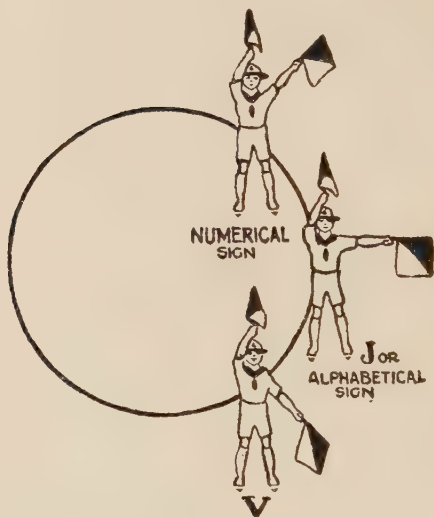


The fourth circle, showing the erase sign.

circle, numerical sign, J (or alphabetical sign), V. Use the same methods as before.

(c) Test groups and messages on the five circles, AVBJ, CYEU, DTES, FRCP, HPIO, KNLM, CMPS, TSET, HIST, SFIC.

FETCH THE DOCTOR FOR FATHER.
ARE YOU ENJOYING YOURSELF ?



The fifth circle, showing numerical sign, J (or alphabetical sign) and V.



The hand bandage.

3. *First Aid.*

(a) Poisons and grit in the eye (Y. 25).

(b) The hand bandage. Lay the bandage on a table and turn back a hem along the base. Place the hand, palm downwards, on the bandage, with the wrist over the base and the fingers towards the point. Turn the point back over the back of the hand and wrist. Carry the ends round the wrist and over the point and tie off. Pull the point taut, turn over, and pin.

OUTDOORS

1. Play "On Trek" (end of Y. 7).

Opportunities should be taken to bring in things learnt in previous meetings.

2. During each outdoor meeting, get the Scouts to learn to recognise one or two trees, flowers, or birds. This kind of knowledge is best learned in small instalments, especially if the instalments are regular.

TENTH WEEK

1. *Signalling.*

(a) Repeat the various circles, all sending and calling out the letters together.

(b) Repeat the letters *in order* A to V, all calling and sending together.

(c) Teach the sixth circle, W and X, and the seventh circle, Z, as before.

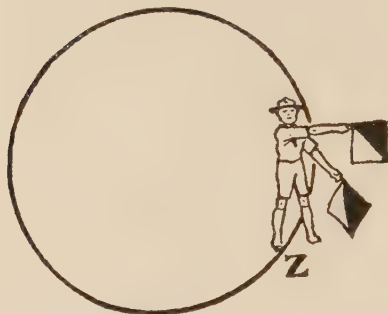


The sixth circle, W, X.

(d) Test boys in sending, one at a time, the Patrol Leader calling out the letters haphazard, for, say, ten minutes.

(e) Read the following group: PACK, MYBO, XWIT, HFIV, EDOZ, ENLI, QUOR, JUGS, JUST, ZEAL.

Good reading tests can be got in the headlines of the papers; current events are interesting to the boys.



The seventh circle, Z.

2. *First Aid.*

(a) Sprains. Quite common in camps. The best treatment is rest and cold. The latter is usually applied by bandages soaked in cold water.

(b) Bruises, another frequent source of discomfort. Treat as for sprain.



The hip bandage.

(c) The hip bandage. Two bandages are needed. One is a narrow bandage tied round the body just above the hip bones, and with the knot on the injured side. The second is laid on the outside of the thigh, with the centre of its turned-back base over the dressing. The ends are tied round the thigh and the point pulled under the first bandage, turned over, and pinned.

3. *Kim's Game.*

Put twenty-four small articles on a table and cover them with a cloth. Call in the Scouts, remove the cloth, allow one minute for observation, replace the cloth. Each Scout has to write down all the things he can remember. To pass the test for a Second Class Scout he must remember sixteen.

Of course, the game may be made progressive, using twelve articles first time, and increasing three at a time to

twenty-four. Later on, more detailed descriptions may be required.

Points can be awarded in the Patrol competition as follows : Ten for remembering twenty-four ; take off one for every object forgotten.

To become a Second Class Scout, one must pass a test in observation. Of these tests there are two :

(1) To follow a track, half a mile long, in twenty-five minutes.

(2) Kim's game.

In previous weeks we have given a number of tracking games—Scout signs, wool trails, compass directions, paper trails, and so on.

There is no doubt whatever that the Scout should be given the opportunity to pass a tracking test if at all possible. The following method is suggested :

The Scoutmaster lays a trail half a mile in length, with wool or tracking irons or Scout signs or other means.

Two judges are needed for the test, one of whom may be the Scoutmaster himself. One judge is at the beginning, and the other at the end of the trail.

Scouts should be tested *singly*, and it is this that takes up so much time.

The starter sends out a Scout, and notes his name and time of departure ; the receiver notes the time of arrival. Comparison of the two records gives the necessary information as to whether the Scout has been successful within the time limits that have been fixed by the rules.

Several Scouts can be tested over the same trail ; they may be dispatched at intervals of ten minutes, and instructed not to obliterate any of the signs that mark the path to be followed.

4. *Yarn*. Tell the Scouts about Kim (Y. 1), or from Kipling's book. The " game " comes in Chapter IX.

OUTDOORS

This week each Patrol Leader is himself to draw up a programme of work or games suitable for the open air, and to carry them out on his own. The Scoutmaster will take a holiday.

The Patrol Leader will be required to write a detailed report of what he did, where he did it, how long it took, who was absent, and so on.

The Scoutmaster will collect these reports and deal with them at the next Court of Honour. He should award points in the Patrol competition for—

- (a) Excellence of programme.
- (b) Excellence of report.

ELEVENTH WEEK

1. *Signalling.*

(a) Learn the numbers 1—0. The positions for these are the same as for the letters A—K, omitting J.

In order to let a person know that you are going to send figures instead of letters, you first make the *numerical sign*. When the numbers are finished, you send J, which is called the *alphabetical sign*.

(b) Send messages something like the following :

ORDER BREAD ENOUGH FOR 40 SCOUTS.
JONES LIVES AT 39 SHORE STREET.
THERE ARE 5782 MEN IN THE VALLEY.

(c) You are now ready to be tested for the Second Class. The test is to be able to read or to send any letter of the alphabet, using your own time. The test is best made in the open air, but it can be begun in the Troop Room as a kind of game.

Let a boy who wishes to be tested in sending, face the Troop. Each of the other boys has a strip of paper on which he has written the letters of the alphabet. One boy calls out a letter, at the same time crossing it off his paper. He cannot call the same letter twice. The boy who is being tested sends.

The next boy in the Patrol calls out another letter, and so on.

It is the business of those who are not sending to see that the sender makes no mistakes, and if he does, to point them out. The sender must send forty letters and not make more than two mistakes to pass.

The Scoutmaster has all the names of the Troop on a paper ruled so :

Name.

Sending.

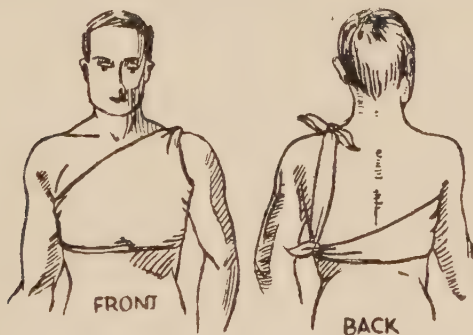
Reading.

He puts a cross opposite the name of every boy who passes the sending test. The reading column is for later on. It is easier to send than to receive and, in this game, everyone is practising reading, while one boy is sending.

2. *First Aid.*

(a) Fainting (Y. 25).

(b) Sunburn. Scouts at their first camp will naturally want to return home with tanned faces, and Tenderfoots



The chest or back bandage.

should be warned of the danger of exposing too much skin for any length of time when there is a lot of sun. Accustom the skin gradually by taking small doses of sunbathing and then replacing the clothing. Be particularly careful of the back of your neck and shoulders. Cold cream, boracic ointment, or calomine lotion will have a soothing effect when the above advice has been neglected. The wise Scout, however, remembers that "Prevention is better than cure," and he acts accordingly.

(c) The chest or back bandage. Place the centre of the bandage over the dressing on the chest or back, and bring the point over the shoulder on the same side. The two ends are carried round the waist and tied. The point is then

pulled down over the shoulder and tied to one of the ends.

3. Play "Enemy Camp" (Y. 19).

For the next weekly Meeting, each Patrol is to select a game for the whole Troop to play.

OUTDOORS

1. A good way to get extra practice in semaphore is to try to send messages. It is not necessary, in the first year of your training as a Scout, to use message forms and to learn all the details that the real signaller requires. It will be quite sufficient if you can do, accurately and quickly, what is here described.

The signallers must be divided into pairs, and these pairs should be put as far apart as possible, but within sight of each other. There may be as many pairs as you please; the more there are the farther the message can be sent.

Let us call the first pair A and B and the second pair C and D.

At Station 1 A is the caller and B the sender. At Station 2 C is the reader and D is the writer. A has the message that the Scoutmaster wishes sent.

B sends the calling up sign "VE" until answered by Station 2. If Station 2 is able to receive a message, C will reply "K," meaning proceed with the message. If, however, Station 2 is not ready at the moment to receive the message it will send "Q," meaning "wait," which must be acknowledged by the general answer. Station 1 will then wait until it receives "K" from the receiving station. On receiving "K" it will acknowledge it by the general answer as before, and proceed with the message. In sending the message A will keep on repeating a word until it is understood by Station 2, which acknowledges in each case by the general answer. At the end of the message A will send "AR," and C will immediately raise a flag and keep it raised until D is satisfied that the message has been correctly received. If satisfied, C will send the reply to "AR," which is "R." If, however, D is not satisfied he will instruct C to send "WA," meaning "word after," or "WB," meaning "word before," followed by the appropriate word in either case,

until D is satisfied, when the message will be acknowledged, as shown above.

C and D now become caller and sender, and send the message on to the next pair, E and F, and so on.

When the message has reached the last pair they will send a suitable answer, which can be supplied by the Scoutmaster beforehand, but sealed up in an envelope not to be opened till the message has been received, or they can send another message, such as :

Await dispatch-bearer arriving in half an hour. Take him fastest possible to London Bridge. Jones will meet you there and instruct.

The messages should not be too long, or E and F will get cold waiting, and wonder whether you have gone to sleep or not.

There are a number of other miscellaneous signals that are used on message work ; the most useful are given in Y. 7.

2. Play "Sharp Nose."

One Scout goes off with half a raw onion. He lays a "scent" by rubbing the onion on gateposts, stones, tree-trunks, telegraph poles, etc.

The Troop follow this trail. The Scout or Patrol which arrives at the end of the trail first wins the game.

The boy who lays the "scent" stays at the end of the trail till the first "scenter" arrives.

TWELFTH WEEK

i. *Signalling.*

You should now be ready to be tested in reading for the Second Class.

The sending part of the test has probably been already done by means of the game suggested before ; if not, then it must be taken at some time convenient to the Scoutmaster or other person acting as examiner. "Other persons" are always the best because they learn, by helping, how useful the Scout Movement is.

The reading test is easily managed in a few minutes. Each boy has a pencil and a sheet of paper, and he writes down the letters sent by the examiner ; forty letters should be sent and not more than two errors should be allowed for a pass.

The letters must be sent very slowly, as there is no speed limit at this stage. They should be written down in columns of four, and in block capitals, as shown below :

KFIH,
LOPR,
SHAU, etc.

2. *First Aid.*

(a) The knee bandage. Turn back a fold on the base of the bandage and lay its centre on the leg just below the knee-cap, with the point lying in front of the thigh. Carry the ends behind and cross below the joint, then in front, and tie off above the joint. Pull the point tight, turn over, and pin.



The foot bandage.

(b) The foot bandage. Lay the bandage flat on the ground. Place the foot on its centre with the toes towards the point. Turn the point back over the upper part of the foot. Carry the ends forward round the ankle and cross them in front, then round the instep and tie off. Pull the point tight, and pin.

(c) How to make the four-handed seat. Drill by numbers. The two boys who are to form the four-handed seat stand side by side in front of and close to the patient, who is not so badly hurt but what he can render assistance.



One.—Both turn inwards.

Two.—Each grasps his own left wrist with his own right hand.

Three.—Each grasps the right wrist of the other with his left hand.

How the hands are placed in the four-handed seat.

The patient then sits on the seat thus made, and supports himself by putting his arms round the neck of the two bearers. In carrying, march slowly, and walk sideways. The smaller boys will enjoy being patients, but they must also be taught how to carry each other.

3. Play the games which Patrols were last week asked to prepare.

OUTDOORS

1. *Staff Drill.* Nothing looks worse than to see boys moving about with their staffs all over the place, especially if they are marching together. There are a few simple movements with the staff, and these should be learnt and then practised whenever necessary.

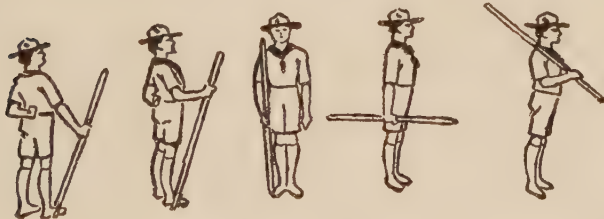


The four-handed seat in use.

The commands and instructions are as follows :

Fall in. Each Scout falls in at the At Ease position, that is, the left foot is about ten inches from the right, the left hand is in the small of the back, and the staff is held in the right hand. The edge of the staff is against the right heel, the staff is pointing *straight* forwards ; the right hand is at the full extent of the arm.

Easy. Slide the hand up the staff, but do not move the body.



The fall in. At ease. Alert. Trail staffs. Slope-staffs.
(Back view.)

Alert. Spring smartly to attention. The heels will be closed, the toes pointing outwards ; the staff will be brought

sharply close into the right side of the body. Another command used instead of Alert when drilling with staffs is *Order Staffs*.

Trail Staffs. Bring the staff to the horizontal position, and hold it at the centre, at the full extent of the right arm.

Slope Staffs. By numbers. *One*—Place the staff on the right shoulder with the left hand. Grasp it with the right hand about a foot from the end. *Two*—Bring the left hand smartly down to the left side, but do it quietly, and don't flap like a rooster flapping his wings. When the staff is at the slope, the elbow should be well into the side.

2. Play the Signallers' Game.

The Troop must be divided up into three parties or Patrols, as follows : A Patrol, B Patrol, and C Patrol. A Patrol will be the smallest, but must all be good signallers, and C Patrol the largest. First, the A Patrol goes out and takes a position on high ground, or up in a church steeple, or the roof of a house, so as to command a good view of a certain stretch of country. This Patrol will take Morse or Semaphore flags, or other signalling apparatus. The B Patrol will go out and keep under cover in this certain stretch of country overlooked by the signallers or A Patrol. On going out the B Patrol will endeavour to keep under cover and dodge or trick the signallers by appearing in different places and disappearing and will finally take up a concealed position. After B Patrol has been out fifteen minutes, C Patrol will advance ; then the signallers will signal down to the C Patrol, or attackers, the position of the hostile B Patrol, and other details that will help the Patrol to advance unseen and surprise the enemy or B Patrol. To win, the C Patrol must capture the Scouts of the B Patrol by surrounding their hiding-places. If the C Patrol pass by more Scouts of the B Patrol than they capture, it counts a win for the hostile B Patrol.

A time-limit of, say, two hours should be put upon the game.

THIRTEENTH WEEK

This brings us to the end of the first three months' work, and all should now have passed the Second Class tests,

except the First Aid. This will be finished in another few weeks.

The whole scheme is divided into three periods of three months each. At the end of each period, the points for the Inter-Patrol Competition should be added up, and the best Patrol given the credit of its achievement.

The end of the period is a good opportunity for something special in the way of a weekly Meeting. You might invite parents to come along and see what their boys do at their Troop Meetings; you should provide refreshments, and perhaps arrange one or two games in which the visitors can join. There might be a few choruses, etc. Make a jolly occasion of it. Don't limit it to parents; the members of the Group Committee (if you have one, as you should) ought to be there; if you are connected with a Church, or a School, parsons and schoolmasters should be asked to come along.

Perhaps the District Commissioner will be able to look in and say something about Scouting in general (but *very* briefly), and announce the result of the competition.

OUTDOORS

Have a good Flag Raid as described in Y. 14 (at end of Yarn).

FOURTEENTH WEEK

1. *Message Work.*

It is important that a Scout should be able to carry a message correctly. This is, in fact, one of the tests for the Cyclist's Badge, and therefore an aid to becoming a King's Scout. To remember a message, for an hour or so, is really not difficult, but it requires a little practice. The following method of tackling the subject is simple, and will produce the desired result:

At the beginning of the evening read out, in a clear voice, a short message. At first the message may be read twice; later on once should be sufficient. Last thing in the evening set the boys to write the message out. Points can be awarded

in the Patrol competition for accuracy. Here is a suitable message to begin with :

Train wrecked near..... Stationmaster wires that assistance is needed for the wounded. Scouts of theTroop proceeding with Assistant-Scoutmaster to render first aid.

2. *Message Medley.*

Two teams in circle, members alternately. Nos. 1 of each team are told different messages of the same length. These messages are passed round in opposite directions. First team with correct sense of the message wins.

3. *First Aid.*

Bleeding

The chief organ of the human body is the heart. It pumps blood out through the arteries and receives it back through the veins. (If you can, get a good coloured diagram showing the arteries and the veins.) Between the two, and forming the connection between them, are certain fine tubes called capillaries.

Now, if a vein, an artery, or a capillary be opened in any way, the blood comes out, and, if the bleeding be not stopped, the patient will die. The bleeding may be internal or external. We will take external bleeding first.

Before treatment can be applied it is sometimes necessary to notice whether the blood is flowing from a vein, artery, or capillary.

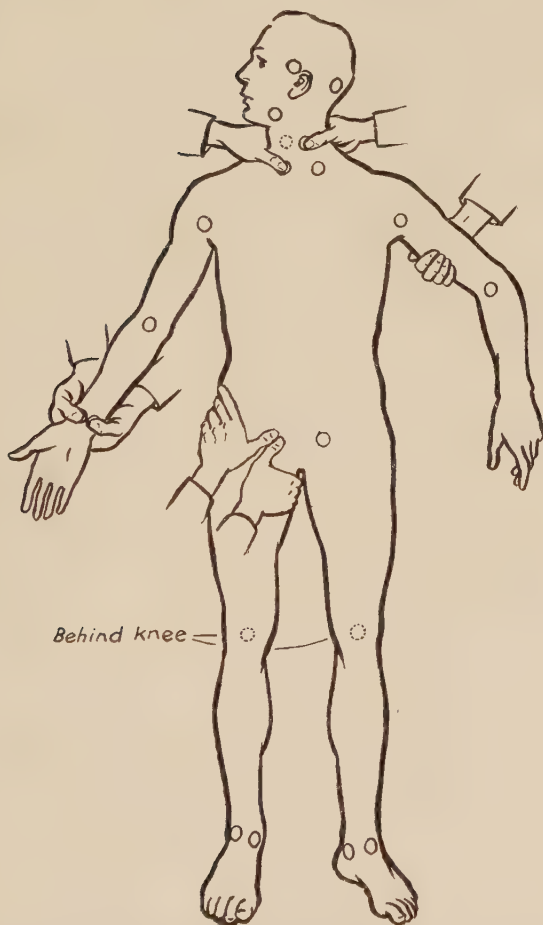
If the blood is from an artery, it will be of a bright red colour, and come out in spurts.

If the blood is from a vein, it will be dark purple in colour, and come out in a steady flow.

If the blood is from a capillary, it will be brick red in colour, and ooze out.

Bleeding from the Nose

Put the patient in a chair ; raise the arms above the head. Sponge the forehead and temples with cold water. Put something cold, like a penny or a key, on the back of the



THE PRESSURE POINTS. There are twelve points on each side of the body, and while they vary slightly in every person, these are the approximate positions.

neck, near the top of the spine. Put cotton-wool in the nostrils.

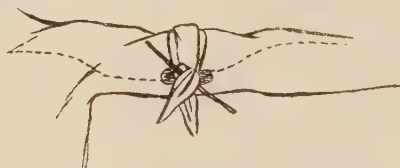
Bleeding from Veins, Arteries, etc.

(a) If possible, press on the wound with the thumb and finger.

(b) If not possible to apply pressure direct to the wound in this way, then we must decide whether we are dealing with a vein or an artery.

If it is an artery that is bleeding, press the artery against a bone at a point *between* the wound and the heart. If it is a vein that is bleeding, press the vein against a bone on the side *away* from the wound and the heart.

(c) If the bleeding cannot be stopped in any of these ways,



A tourniquet.

then you will have to make a *tourniquet*. Practise making this in the following way :

Take a stone, or something small and hard, and put it over the artery or the vein, as the case may be. Tie a bandage or a handkerchief over the hard object. Slip a stick into the fold of the bandage and twist it round tight. Fasten another bandage, so as to prevent the stick from untwisting.

You need to be careful how you play about with a tourniquet. If it be kept on too long, the limb may be disabled. A couple of minutes is quite long enough for practice. A good idea is to mark the time of fixing tourniquet on the patient's forehead by means of burnt stick, or lipstick !

Go over all these facts two or three times till you are sure that they are known by all the members of the Patrol.

3. *Sense Training Game.*

Divide the Troop into two groups, one boy in each being blindfolded. The Patrol Leader moves softly to some point in the room, and calls out, quite quietly, but so that the

"blind" man can hear : " Jones (or whatever his name is), come here."

The Blind Man then tries to find his way to the Patrol Leader, merely by the sound. Fifteen minutes will be long enough for this game.

4. Talk on

"How to Wear Your Uniform"

Nothing looks worse than to see a boy untidy in his uniform, and yet it is true that many Scouts seem to think that this is a matter of no importance. It is a good thing, therefore, from time to time, to call attention to defects. The chief points are these :

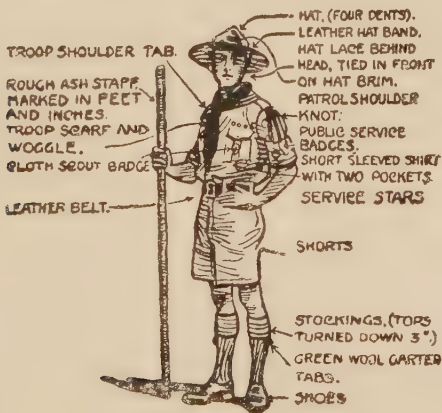
(a) *The Hat*.—Keep the brim stiff and clean ; have four dents in the crown, one in front, one behind, and one on each side. Keep it on with a lace, tied at the front of the hat in a bow, and passed round the back of the head.



The hat.

(b) *The Neckerchief*.—Tie it with the middleman's knot, or square knot, or with woggle.

(c) *Shirts and Shorts*.—Keep them clean, free from dirt



The complete Scout uniform.

and grease, and see that they have all the buttons they are supposed to have. Wear the sleeves rolled up.



The shirt.

(d) *Belt*.—Soap and polish it from time to time to keep it soft.

(e) *Garter Tabs*.—Worn on the outside of the leg.

(f) *Haversack*.—Keep it clean and wear it on appropriate occasions.



The shoulder knot is worn on the left shoulder.



Wear the Group shoulder badge on the right shoulder, or on both.

(g) *Shoulder Knot*.—Fix it at the bottom of the left shoulder strap of the shirt.

(h) *Group Shoulder Badge*.—Sew on the arm of right sleeve, or on both, flush with the seam joining the sleeve to the shoulder.

OUTDOORS

1. *Staff Drill.* Five minutes. You are not to get into the habit of giving a lot of time to drill, but the movements with the staff may well be revised this week. You should get all the practise you require in marching, turning, sloping staffs, etc., when going to and from your Troop Room to the country or home again. But whatever you do, do it smartly.

And remember that when you have got the command "Alert," you are to STAND STILL, even if bees sting you or the whole building falls down on top of you. You may not move.

It looks very bad to see a lot of boys who are supposed to be alert, wobbling all over the place, chattering, and gazing about, as if they were at a circus.

2. *Game.* Relay Race.

One Patrol is pitted against another to see who can get a message sent a long distance in the shortest time by means of relays of runners (or cyclists).

The Patrol is ordered out to send in three successive notes to be obtained from a certain house, or tokens such as sprigs of certain plants, from a place say two miles distant, or farther if the Patrols are on cycles. The Leader takes his Patrol out and drops Scouts at convenient distances, who will act as runners from one post to the next, and then back again for the second note or token. The runners should be started at certain intervals.

FIFTEENTH WEEK

1. *Uniform Inspection.*

Having explained, last week, how the uniform is to be worn, make the patrols fall in, and inspect their dress. Count marks in the Patrol competition as follows: Give each boy ten marks to begin with. Knock one off for every defect, such as hat-brim not flat, garter-tabs missing, shoes not cleaned, etc.

2. *Message Work.*

Read out the following message twice :

Urgent orders from headquarters. Dispatch half a Patrol for.....immediately. Ample equipment already there. Wire me actual numbers and time leaving.

3. *First Aid.**Bleeding*

(a) If a varicose vein bursts, apply pressure both above and below the wound.

(b) When you have stopped external bleeding of any kind, the wound must be washed and dressed. The washing should be done with a piece of clean lint or cotton wool that has been dipped in some antiseptic like Condyl's fluid. To make the solution put two large tablespoonfuls of the solid in a pint of water.

Wash carefully, but don't remove any blood clots, as these close up the wound and prevent further bleeding. Dress the wound with boracic lint, which should be put on wet to prevent sticking. Over this put a bit of waterproof material to prevent the lint drying up. Cover the whole with something soft, and bandage to keep the dressing in place.

If you have no boracic lint, use ordinary lint, but soak it in Condyl's fluid or other antiseptic. When you wish to remove the dressing, bathe it off ; don't try to pull it off dry, or you may reopen the wound.

Internal Bleeding

(c) If the blood comes from the lungs, it will be scarlet and frothy. If it comes from the stomach, it will be darker and mixed with food.

Lay the patient on his side, and send for the doctor. Give him plenty of fresh air, and loosen his clothing. Put something warm to his feet. Give him a *little* water to sip or a *little* piece of ice to suck. Keep him quiet and forbid him to speak.

Pressure Points

(d) There are certain places in the body where pressure can best be applied in order to stop bleeding. These are

called pressure points. It is difficult to make them clear in diagrams or by instructions. Get a doctor or a trained nurse to show the Patrol Leaders. They can teach their Patrols.

4. *Sense Training Games.*

(a) Put two or three Patrols together. Choose two boys out of the group and send them out of the room. Now hide a boy out of the same group, in another part of the room or building. Call in the first two, and ask them to guess which boy has been hidden. The first one to find out returns to his place. The loser retires again, and takes with him the boy who has been hidden.

(b) Blindfold one boy, and allow another to call out his name. The Blind Man is allowed three guesses as to who called out his name. If correct, he takes the place of the caller ; if wrong, the test is repeated. The person who calls takes the place of the Blind Man if discovered. He must call in his natural voice.

Allow about fifteen minutes for each game.

5. *Message.*

Write down the message called out at the beginning of the evening. Points in the competition as before.

6. *Signalling.*

Revise the different circles, *if there is time*. Never mind how much the boys clamour to be allowed to remain. Close the parade after an hour and a half. Parents like to know when to expect their boys home.

OUTDOORS

1. Deliver a message a mile away going at Scout's Pace. The Patrol is started at an agreed time by a Scoutmaster or other person who reads out the following or similar message :

Strange aeroplanes reported over.....5.15, travelling fast due west, cloud-hidden. Warn all A.A.C. stations. Wire me any news, especially identity.

An umpire is stationed a mile away. He notes the time of arrival of the Patrol. When they arrive he gives each boy a piece of paper (cardboard is better) and they write down

the message they had to deliver. Points can be given, both for the accuracy of the time taken, and of the message.

2. Play the game of "Numbers." Every Scout has a three figure number, pinned on the front of his hat. The number should be drawn in black and be quite decipherable at a distance of a hundred yards (the figures at least 3 inches in height).

The Troop is then divided up in the following manner : Two or three Patrols are marched 300 yards from the camp, and instructed to advance on the camp under cover. As the work of defending is easier than attacking, only one Patrol remains in camp to defend it. When the attacking party advance, their movements are watched eagerly by the defenders, who, having chosen good cover so that their hats are not visible, are waiting for the enemy to get within range. So long as the numbers are too indistinct to read, they are supposed to be out of range.

The nearer the attackers approach, the more careful are they not to look over the top of a bush long enough for the defenders to read their number. Of course a good Scout looks round the side, and not over the top of a bush or rock ; and if he looks at all in this game he must be very sharp, for no hats may be removed or turned round and no hands used to conceal the number.

If the defenders are able to read the numbers they call them out and the umpire writes them down. The attackers also call out the numbers of any defenders who expose themselves, and the umpire attached to the attacking party makes a note of these numbers.

When only 50 yards separate the two parties the umpires call out the names of those who are shot, and those boys must not take any part in the rest of the fight.

When the commander of the attackers considers that he has advanced as near as he can under cover, he gives the order "charge" and as the attacking party sweep over the open space in front of the camp the defenders call out the numbers as fast as they can read them.

If the attackers reach the camp with more men than survive in the defending side, then they have won. But if the final charge enables the defence to pick off nearly all their enemies the camp is saved.

As the Patrols will be separated in the first exercise, the distances to be covered in Scout's Pace should lead to a spot, at or near where the game of "Numbers" is to be played.

SIXTEENTH WEEK

1. *Message.*

Read out the following message, to be remembered till the end of the evening.

Fever reported in Mackberg Camp. Isolate Patrols been there. Strict precautions prevent spreading. Send me general health report not later than Thursday.—DOWNES.

2. *First Aid.*

We are going to take the Second Class tests next week, so this evening we shall spend half an hour in making the bandages we have learnt, and in revising the points about bleeding. Each boy should make each of the bandages, and then the Patrol Leader should hold a little oral examination on the subject of bleeding.

3. *Map Reading.*

Very few people know much about maps. The Scout must be trained to know a great deal about them. Some knowledge of maps is required to become a First Class Scout, and to get the Cyclist's and the Surveyor's Badges.

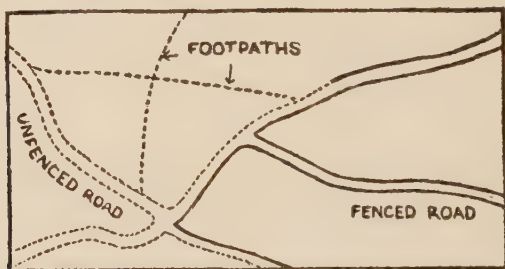
"Map reading" may mean a great deal or very little. The plan we propose to adopt in these lessons is this: At first you are going to use a map with everything marked very big on it, so that the things are easy to find and to see. This will not do for any of the badge tests, because nobody uses these big maps when walking, cycling, or motoring. But if you begin with this kind of map, you will find it quite easy to use the smaller ones.

Then again, this is your first year as a Scout. You are going to be a Scout for many years, and each year we shall take up some of these subjects, like Signalling, First Aid, Map Reading, and Cooking, over again, but learning more and more each year. That is the true way to learn anything.

Begin with the easy part and know that thoroughly ; then do the next hardest part and make sure of that. After a time, you may come to know a great deal about a subject, and even be quite surprised yourself that you learnt so much with so little trouble.

The map we want for the first lessons is called the Six-Inch Ordnance Map. It should be the sheet for your own district.

There really ought to be one map for every boy in the Troop if all the exercises are to be done properly. At the



How roads and footpaths are shown on a 6-inch Map.

same time, you can manage some of the work with one map to three.

(a) To-night we are going to learn how the roads are marked on the Six-Inch Map.

The first class roads are marked with two thick lines when they are fenced on both sides and with two thick lines of dashes when they are unfenced on both sides. If fenced on one side and not on the other, then you will get a thick line on one side and a row of thick dashes on the other. We need not explain the others ; you can make them out from the map itself, with the help of table of signs to be found on the map itself.

At present you need only attend to first, second, and third class roads, and to footpaths. On the Six-Inch Map, the footpaths are marked with a thin line of dots or dashes, and they are generally labelled " footpath."

First of all study the signs, Next let the Patrol Leader

ask what is the kind of road found at some particular spot on the map.

(b) Let the Scoutmaster direct you, in imagination, to take a walk, beginning at some spot, say, at the bottom of the map, and making your way to the top. He will do it like this : " We start at..... farm (or inn, or church, etc.) and go straight on. What kind of road ? At the place where three roads meet we go to the right. What kind of road now ? and so on." Each boy answers in turn.

(c) Now the Patrol Leader will take his Patrol for another walk, say, from the left-hand side of the map to the right, asking the questions only in his own Patrol, and each boy answering in turn.

Remember, this is all a preparation for the Pathfinder's Badge.

5. *Message.*

Write out the message dictated at the beginning of the evening.

OUTDOORS

1. Play the game " Scout meets Scout " (Y. 4). When the game is over, get the map out and find where you have been. Say whether the roads you have travelled over are fenced or unfenced and give their class. A road is said to be fenced if it is inclosed by houses, as well as by just ordinary fences or walls.

2. Don't forget what was said in the Ninth Week's programme about regular instalments of nature lore.

SEVENTEENTH WEEK

1. This night is to be devoted to tests in First Aid. This completes the Second Class Badge Tests.

2. Talk on " Badges."

As you are now a Second Class Scout, you can begin to earn badges to wear on your arm. If you get these seriously, you will not be plastered all over with decorations. I once

counted nearly two dozen on a boy's arm ; that is pretty ridiculous for a young Scout. No one is likely to have mastered twenty-four subjects in a year or two.

If you wear a badge, see that you can do a great deal more than it stands for.

For instance, to get the Naturalist's Badge one of the things you may do is to collect eighteen specimens of wild leaves. Well, don't be content with eighteen ; make a complete collection of all the leaves in your neighbourhood instead.

Some of the badges are of the kind you can get at school ; for instance, the Carpenter's Badge can, in many places, be got in the school workshop. If you show the requirements to the teacher of the subject he will, almost certainly, arrange for you to do the work under his supervision. The Interpreter's Badge, and several others, can also be won in the same way.

Then there are some badges for which quite definite work has to be done, and this work is of a kind that is not done in school, as, for instance, that for the Ambulance Badge. This must be done elsewhere.

Some badges are of the kind that you must work for by yourself, as the Musician's, and so on.

If you can, arrange for small classes to be taken for different badges, but not on the proper Troop evening with which these articles deal.

You can be getting these badges while you are working your way up to the rank of First Class Scout. Some of the badges, *e.g.* Cook, help you to First Class.

OUTDOORS

Play the game "Joining Forces."

The Troop should be divided into four equal sections (if it consists of *four* Patrols, so much the better).

Patrol No. 1 proceeds to an agreed spot perhaps a mile distant, while Patrol No. 2 is dispatched an equal distance in exactly the *opposite* direction, the rest of the Troop (Patrols 3 and 4) remain at the base as a united force. The game now begins :—

Patrols 1 and 2 represent allied armies each at warfare

with the force lying between them, namely, the united Patrols 3 and 4.

The supreme object of the allies is to effect a junction of their forces without coming into contact with the enemy, who outnumber either force by two to one.

Accordingly they send out Scouts and dispatch-runners to ascertain the position of the enemy, and also to get into touch with their friends.

If they are successful in evading their mutual enemy, and in joining up their full forces, then they are considered winners.

On the other hand, the whole duty of the combined Patrols is to prevent this junction from taking place by hindering all attempts at communication, and, if possible, by surrounding or ambushing one or other of the allies, and by capturing them, making a union impossible.

If they succeed in preventing a junction until the time limit has expired they claim the victory.

EIGHTEENTH WEEK

1. *Signalling.*

Although Second Class signalling has been passed, that does not mean that the Troop has finished with the subject ! It is important to make the Scouts understand that they are expected to keep up all the knowledge they gain for the various tests. So from time to time, a bit of signalling, or first aid, will be brought into the evening's training. This can often be best done in a competition.

2. *Map Reading.*

(a) *Railways.*—On the Six-Inch Map the symbols for railways are as follows :



The signs used for railway

Note, these are not all quite like the symbols used on the One-Inch Map, or on the rough sketch-maps. Copy them on a piece of paper and learn them. Then follow a length of railway line if there be one, across the map and say, bit by bit, exactly what you see just as you did when following the roads, in your first map lesson.

Note also the use of S.P. for *Signal Post*, S.B. for *Signal Box*, and F.B. for *Foot-bridge*.

(b) *Woods and Pleasure Grounds*.—A tree, like a fir tree, that is a tree with cones, is marked as shown below. A tree that sheds its leaves in the autumn is shown differently. The first kind are called coniferous and the second deciduous. If a wood contains nothing but coniferous trees it is a coniferous wood, if nothing but deciduous trees a deciduous wood, and if trees of both kinds, a mixed wood. Note also the other symbols below :



The few which we give here are : (1) coniferous trees ; (2) deciduous trees ; (3) quarry ; (4) church with tower ; (5) with spire ; (6) without either ; (7) windmill.

Pick out on the map any examples of these you can find and, if there are none, then learn the symbols, so that you will know them when you see them on other maps.

(c) *Streams, pools*, and other things made of water are marked in blue.

3. Play "Riders and Horses" (end of Y. 19).

OUTDOORS

Play the game "Bomb-Laying."

An excellent game for the country is "Bomb-Laying." It is most exciting if the cover is good or if the light is just failing.

The Troop divides into two parties, each commanded by a Patrol Leader.

Each Scout, with the exception of the Leader, is provided

with a small stick about seven or eight inches long, and sharpened to a point at one end.

These sticks may be cut from trees or bushes (if permission is first obtained and no damage is done), or, failing these, the pieces of wood in an ordinary bundle of firewood will do very well. Each Scout wears his "life," *i.e.* a piece of



How to draw a map of a private park and pleasure grounds.

wool round the right upper arm so that it can easily be broken.

The Scoutmaster then defines an area which provides good cover, and the two parties select a camp which they think can be best defended.

The centre of each camp is marked by a Patrol flag mounted on a staff. If the game is played in the dark, then the camps must be marked with a lamp. The camps are an area within a twenty-five yards' radius of each flag or lamp.

The object of each party is to place their bombs, represented by the sticks, within the other party's camp. When a Scout has planted his bomb in the opponent's camp, he must take the wool off his arm and tie it round the stick. A bomb is not planted until this is done.

A Scout is killed when an opponent breaks the wool on his arm, and when dead he can take no further part in the game, but must make his way quickly to a definite piece of neutral ground agreed upon before beginning the game ; here he can be given some Scouting practice to do.

When the cover is good it is often possible to kill a Scout without his noticing it, and when after carefully planting the bomb the owner discovers he is dead, his feelings are better imagined than described.

Each party works under the command of its Leader, who directs the attack. Thus it may prove better to attempt to lay only a few bombs and use the rest of the party for defence. The Leader must remain in his camp area, and is not allowed to kill any of the opposite side. He may climb a tree or direct operations from any position within his camp.

Scouts who have successfully planted their bombs must make their way straight back to their Leader and inform him, after which they may take part in the defence of their own camp—being provided with another " life."

No Scout is allowed to lay more than one bomb.

If a Scout who has laid his bomb is caught on the return journey, he can be taken back to the captor's camp as a prisoner.

The game ends at an agreed signal.

NINETEENTH WEEK

1. *Map Reading.*

(a) *Symbols.*—On every map there are a number of abbreviations ; some of these are of great importance.

At first take imaginary walks about the map, under the direction of your Patrol Leader ; whenever you come to a letter, say H.W.M., look it up in the list given below, and see

what it means. About ten minutes of this will be sufficient. Then take the list home and learn it.

Finally, use the map in the open, and get a first-hand acquaintance with all that is on it.

Reference list of abbreviations :

B., Bridge ; B.M., Bench Mark ; B.R., Bridle Road ; Ch., Church ; Chap., Chapel ; D.F., Drinking Fountain ; Fm., Farm ; F.B., Foot-bridge ; F.P., Footpath, Fire Plug ; F.S., Flagstaff ; Gdns., Gardens ; G.P., Guide Post ; H.W.M., High-Water Mark ; L.B., Letter Box ; Liby., Library ; L.W.M., Low-Water Mark ; M., Mile, Mooring ; M.P., Mile Post, Mooring Post ; M.S., Mile Stone ; P.O., Post Office ; P.H., Public House ; R., Railway ; R.C., Roman Catholic ; S.B., Signal Box ; Sch., School ; S.L., Signal Lamp ; Sta., Station ; T., Post and Telegraph Office ; W., Well ; W.P., Water Plug.

(b) *Boundary Marks*.—The country is divided into areas such as a county, a district, and a parish. In each of these districts there is a council, and each council has certain duties in its own area. One or other of these bodies looks after the roads, the schools, the police, the lighting, and the drainage. It has to govern its own area.

Trace out on the map, if possible, the boundary of your own country, parish, or district. The following are the chief marks :

(1) — — — — —

(2)

(3) — — — — —

The above are boundary marks—(1) County ;
(2) Parish ; (3) County and Parish.

(c) *Contours*.—There is one other set of lines that is most important, especially in the other maps that you will use later on. These are lines drawn on the map to connect all

places that are at the same level. They are called Contour Lines. They are marked so :



These are contour lines.

The number on the line tells you how many feet the places on that line are above the sea-level. Follow one or two of these about the map. Then take an imaginary walk in a straight line from north to south, or from east to west ; see what contours you pass over, and so decide whether you go up hill or down, as you pass across the country shown in the map.

Here are two interesting exercises which you can do at some other time. They take too long for the ordinary evening's work.

1. Put a big sheet of tracing paper over the map and mark out all the contour lines. Transfer these lines to a sheet of white paper. Colour the map you have made in the following way :

Above 600 feet : Dark brown ; two washes.

Between 500 and 600 feet : Dark brown ; one wash.

Between 400 and 500 feet : Light brown ; two washes.

Between 300 and 400 feet : Light brown ; one wash.

Between 200 and 300 feet : Yellow ; one wash.

Between 100 and 200 feet : Light green ; two washes.

Below 100 feet : Light green ; one wash.

2. With the help of the tracing you have made, cut out with a fret-saw layers of wood of the same shape as the contour lines. Fix these pieces of wood, one above the other, in their proper positions with glue or small nails. You will have a kind of model of the Six-Inch Map in wood.

Both the coloured map and the wooden one can be put up at your headquarters.

2. *Sense Training Games.*

These should take about fifteen minutes each.

(a) Blindfold all the members of the Patrol. Let each one taste five of the following substances and then write

down in their proper order what it was he tasted : sugar, salt, cheese, bread, apple, date, milk, water, cold tea, coffee, cocoa.

(b) Again blindfold the Patrol, and let them see if they can find out, by the sense of touch, five objects given from some such list as the following : a pencil, a ruler, a piece of chalk, a matchbox, a key, a book, stand, soap, coal.

OUTDOORS

Play the game " Reading the Map."

This is a test in map-reading and remembering the map read. The Scoutmaster or Patrol Leader takes his Patrol into a strange town or an intricate part of the country and through them he wishes to find out particulars about the neighbourhood ; so he shows the Scouts a map of the district and appoints to each a place to be visited, showing the route on the map, and pointing out churches, inns, etc., to be noted on the way. Each Scout should have a fixed distance to go and a certain number of points to be noted. Then they start off, and as they return the Scoutmaster or Patrol Leader takes down their reports. The winner is the Scout who brings in the best report in the shortest time.

At this stage, it is better to play it within the area that has to be known for the Pathfinder's Badge.

TWENTIETH WEEK

The map exercises for this week require one map to each Scout. As this would mean a rather great expenditure, the Troop can be split, say, into three sections. Each section can do the following work in turn.

If the first section begins with the map-reading, the second can begin with the self-measurement, and the third with the questions.

At the end of the first half-hour an exchange is made, while at the end of the second half-hour another change is made ; so everybody does all the work set out below.

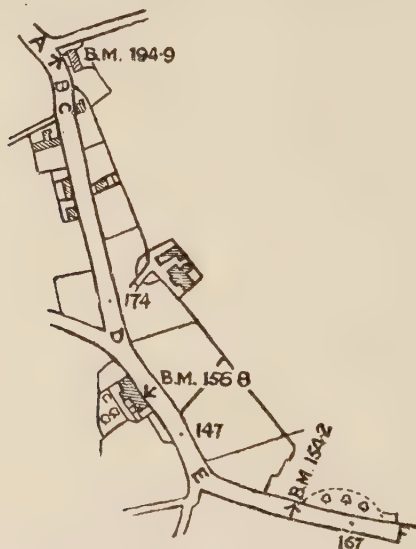
1. *Map Reading.*

Here and there along the different roads you will see both a bench mark with figures alongside it, and also other figures without any bench

BENCH MARK ↑
(B.M.)

mark. The bench mark is a broad arrow, and, if you went to the place shown on the map, you would find such a broad arrow on the wall or the pavement or in some other place.

The figures on the map tell the height of that place above the level of the sea. The other figures along the road give the same information, but there is no bench mark on the road.

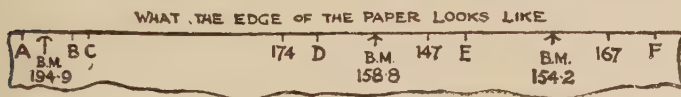


The figures in this map indicate the height of that place above the level of the sea.

Begin at the end of a long road and measure from one bend to the other with a piece of paper. Lay the paper along the road and mark off the first straight strip, A B. If there are any figures in the map put these in the proper place on the strip of paper.

Now mark off the next straight strip, B C, and put on it any figures that are given and so on.

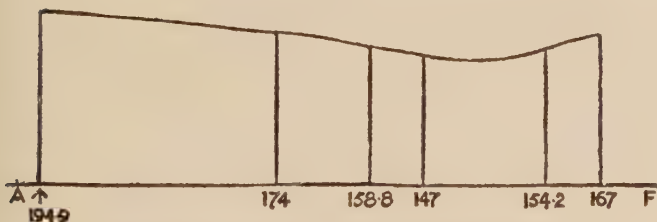
When you get to the end of the road you will have, on the paper, the length of the road, and a number of figures that show the height of the road at different points.



The measurement of a road on paper, showing height at different points.

Put your strip of paper on a piece of plain or squared paper and mark off a straight line of the length of the road measured.

At each point where there are figures erect a perpendicular,



Sketch showing the rise and fall of the same road.

allowing about one-tenth of an inch for every ten feet above sea-level.

Join the tops of these perpendiculars and you have a kind of picture of the way the road rises and falls. Such a road map showing the gradients is very useful for some purposes.

2. Self-Measurements.

In Y. 8 it is stated that every pioneer should know his exact personal measurement in certain details. These enable you to measure other things by means of the known lengths of certain parts of your own body.

Get a tape measure from your mother and make the following measurements :

Breadth of thumbinches.
Span of thumb and forefingerinches.
Span of thumb and little fingerinches.
Wrist to elbowinches.
Length of foot (take off your boot)inches.
Elbow to tip of forefingerinches.
Middle of knee-cap to groundinches.
Extended arms, finger-tip to finger-tipinches.

With a watch count how many times your pulse beats to a minute.

It saves time if each Patrol Leader has written out on a sheet of paper the above details ; one sheet for each boy.

3. Play "Shipwreck."

The ship will sink in (say) two minutes, teams in file. "Land" is marked out about 8 yards in front of each team. First player of each team "swims" to land and throws the end of a rope to the next, who ties a bow-line round himself and is pulled ashore, and so on. Team saving most of the ship's crew wins. Leader should announce the passing of time about every ten seconds.

OUTDOORS

Play the game "Smugglers over the Border" (end of Y. 12).

TWENTY-FIRST WEEK

So far, we have divided our scheme of work into indoor and outdoor, and it does not matter at what time of the year you begin, you can do the first twenty weeks' work very much as they have been set down.

It is now my intention to adopt a rather different arrangement of our Scout training. We shall give a number of different exercises each week. Some of these are suitable for indoor work and some for outdoors. If you can, do all

of them ; if not, do always those that lead to the First Class Badge, for that is what we are aiming at, at present.

1. *Map Reading.*

This is obviously indoor work, and, as a map is needed, as last week, for each boy, it may be necessary to divide the Troop or Patrol into three, to avoid buying as many maps as would be wanted if everybody did the same work at the same time.

(a) Draw a compass on a piece of tracing paper, and mark on it the sixteen points. If you have forgotten them, here is a chance to learn them all up again.

(b) Put the compass on the map and, under the direction of your Patrol Leader, work for ten minutes as follows :

With the centre of your compass on, say, the church, find out in what direction you would have to go to reach a number of different points called out by your Patrol Leader.

As the top of the map is the north, the north point of your compass must point straight in that direction. If a certain post office lies east from the church, it is said to *bear* east from the church. Hence the Patrol Leader's questions should be in the form : "*What is the bearing of..... from.....?*"

(c) Now spend about ten minutes in answering questions, asked by your Patrol Leader, and of the following character : "*If you go north-north-east from.....what road (inn, church, stream, etc.) do you reach?*"

All the signs, symbols, etc., learnt in the previous lessons can be revised in this work.

For instance : "*What is the bearing of the post office—P—from the bridge over the railway?*" or "*If you go south-west from the station, on what kind of a road do you travel?*"

Don't grudge the time spent in going over these things again and again. You want to be the smartest Troop in the kingdom.

2. *Indoor Game.*

Scout's Chess.

The first thing needed is a rough map or plan of the surrounding country, on a very large scale. It can be chalked on the floor or a table in the clubroom, or on the wall, and be kept permanently. On the map should be marked all

paths and roads, and if in the country, the fields, with the gaps in the hedges and places to get through carefully marked. Then something is needed to represent Scouts; ordinary chessmen will do, or if the map is on the wall, small flags to stick in the wall. With these, various kinds of Scouting games can be played. Each "Scout" can move one inch (or other distance according to the scale of the map) each turn. The best game is for one dispatch runner to try and get from one place to another on the map without being overtaken by the enemy, one patrol, who should only be allowed to walk (*i.e.* go half the distance which the runner is allowed to go each turn). To capture him two Scouts should get within two turns of him, by driving him into a corner. They can, of course, only go along the *recognised* paths and tracks.

3. *Games for Strength.*

These can be played indoors or out. About ten minutes for each game (see end of Y. 17).

(a) The Struggle.

(b) Wrist Pushing by one Scout alone and by two facing each other.

4. *Scouting Game.*

Finding Places.

The Scoutmaster goes for a walk in the country a day or two before this game is played, taking with him a supply of plain postcards. On each card he writes a short description of various places he passes, such as "Wooden bridge over stream with three willows near," or "White five-barred gate near ruined cottage."

On the day the game is played these cards are distributed among the Scouts, who are allowed a certain time, according to local conditions, to discover the places described on their cards and report to the Scoutmaster, who remains at the starting-point all the time.

The Scout who returns first wins the game.

This is another game which leads to the knowledge wanted for the Pathfinder's Badge. The Scouts should be sent out in pairs, rather than singly, as they like companionship.

The game can be repeated several times according to the time available and the number of Scouts and prepared cards.

TWENTY-SECOND WEEK

Indoors.—The Troop will work in three sections as in the last few weeks.

1. *Map Reading.*

Perhaps one of the most important uses to which we can put a map is that of finding the distance between two given places. The map is, clearly, not so big as the piece of land it represents ; it is *drawn to scale*. On the map we are using, six inches stand for one mile. On such a map everything is big and clear ; that is why we have chosen it for our first lessons in map reading.

Give about ten minutes to each of the following exercises ; the exact details will be supplied by your instructor. A common penny ruler and some thread are required.

(a) *If you go in a straight line.....miles, from.....in a direction.....what do you come to?*—This exercise revises the compass points, symbols, etc., on the map, and introduces measurement with a ruler.

(b) *What is the distance between.....and.....in a straight line?*—This exercise involves looking for the positions of places on the map.

(c) *What is the length of the road (or railway or stream) between two given points?*—Here we cannot use a ruler with which to measure, because the roads are rarely straight for more than quite a short distance. Take a piece of thread and lay it along the road, bit by bit. Then measure, with the ruler, the length of the thread that just exactly covers the road between the two given points.

2. *Kim's Game.*

This should be used from time to time as a refresher. Vary the nature of the game : *e.g.* use photographs of people or places ; leaves of trees, etc. Expect more detailed descriptions, etc.

3. Play "Round the Ring."

About twelve players sit in a circle, shoulders touching, with legs straight out, one player stands in the small space between their feet and, holding himself rigid, falls on to their

outstretched hands. They pass him about the circle, and any player letting him down takes his place.

4. *Drill.*

Revise all the movements learnt so far, and then practise the following method of collecting a scattered Troop.

The members of the Troop scatter themselves all over the fields or the woods, and lark about generally for a few minutes. Then the Scoutmaster gives the Troop Call, or some other previously arranged signal.

As soon as the signal is heard, each Patrol Leader stands still and gives his Patrol cry. He remains where he is till



The position of a Troop in wheel formation.

he has collected all the members of his Patrol, in file, behind him.

As soon as the Patrol is complete the Patrol Leader leads them, at the double, up to the Scoutmaster. As the Patrols arrive at the Scoutmaster they arrange themselves around him like the spokes of a wheel, as shown in the illustration.

If there are only one or two Patrols, divide them, for the time being, into smaller groups, and give them new cries. This is a most useful movement and arrangement when at camp, with a large number, especially when the Scoutmaster wishes to address the Troop.

5. *Outdoor Game.* "Hunting for Diamonds."

Materials: 250 small pieces of green card, the size of a railway ticket, these representing diamonds worth from £5 to £30, the value being marked on the cards; 250 brown

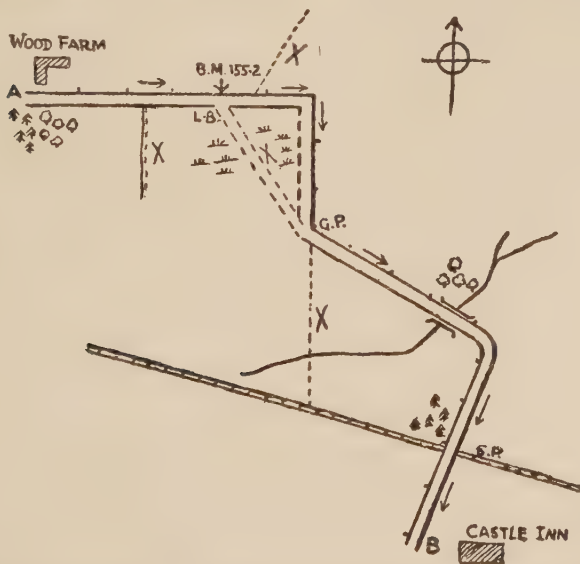
cards, these being valued at £1; 500 pieces of red card, these being valued at five shillings. (These cards can be cut from old concert tickets, etc.)

Hide these cards over a given area and send Scouts to collect them. The winning Patrol is the one which has acquired the greatest wealth, not the largest number of cards.

TWENTY-THIRD WEEK

1. *Map Reading.*

This week we can return to the method we followed during the first part of our course of training, namely, that of



The map that was handed to the Scout who had to go from A to B.

working the Troop as a whole. There is no necessity to divide it into sections, and the work of the Scoutmaster as director is lessened and simplified.

The map given on previous page, or a similar one, is to be copied off on the duplicator and a copy given to each boy. It represents a map that was handed to a Scout who had to go from A to B.

Suppose that no map had been given to him, but that he had been handed written instructions telling him which ways to choose and which to avoid, and how to find them. You are to write out what those instructions would have been.

Scout signs, as well as some of the symbols on the Six-Inch Map, are used, but the map is not on the scale of six inches to the mile, and the small marks along the roadside have been put in to show where the milestones are.

This exercise will help you to revise some of the map symbols you have learnt, train you how to give simple and straightforward instructions, and, incidentally, teach you how much more useful and simple a map is than a long rigmarole of directions ; that is, if the person who is to make the journey can read a map. As a matter of fact it is surprising how few people can find their way with a map.

2. *Ambulance Rounders.*

A judge is necessary for this game.

Sides are taken as in ordinary Rounders, and the game played as usual, those who are "in" each having a label representing some kind of haemorrhage tied on to their arms.

When one is caught out, or hit with the ball, he drops on to the ground. The judge immediately calls out the name of his supposed injury, and the one who has caught him out or hit him runs to treat him instantly in the correct manner.

The opposite side must be on the look-out for faulty treatment, for should there be any it counts to them, and the injured person is released, his side still remaining in.

In all other respects the game is exactly the same as usual, but each member of the side which is "out" should be provided with a bandage and piece of stick.

3. *Questions.*

A good list should be prepared beforehand. They should deal with Scout work, first aid questions, map symbols, Scout signs, signalling, and so on ; local matters about the district council, the post office, the well-known men of

the district, etc. ; or questions could be limited to *Scouting for Boys*.

If played in separate Patrols, each Patrol might have the same first lot of questions and the best boy in each Patrol found. Then the rest can sit still and listen, while the best of these winners is found, the final winner to score, say, ten points for his Patrol in the competition.

4. Revise Staff Drill.

5. Have a game of Rounders. This is a good change from ordinary Scouting games.

TWENTY-FOURTH WEEK

1. *Map Reading.*

Each boy is to draw a map to show the following route. The symbols of the Six-Inch Ordnance Map are to be used, but, where there are no appropriate symbols, the Scout is to invent some for himself.

A Scout has to start from a village and go half a mile along a road. Then he leaves the main road (First Class, fenced) and turns to the north till he comes to a farm where the road ends. He must climb over a gate close to a big tree, and, bearing to the north-east past the back of the farm, go across a field by means of a footpath, over a ditch, through a wood, still bearing north-east to avoid a Second Class fenced road which runs across his path due east and west and which leads, to the east, to a village.

The wood extends to the double line of railway which runs from the north-west to the south-east, and there being no bridge he must turn to the right and go parallel with the railway till he comes to a bridge.

The distance to the railway from his starting-point is four and a half miles, and to the railway bridge five miles.

He must cross the railway bridge, and keeping to the right of a pond fringed with trees, make for a gate at six and a half miles which opens on the same main road which he left half a mile after his journey began.

He crosses this road, and going straight south, being

guided by a high church steeple in the distance, continues till at eight and a half miles he reaches a village.

He has to go to a house surrounded by trees about a mile to the south-south-west of the village.

When the boys have finished their maps, the instructor should draw the map on the blackboard and let them compare their result with the correct one. The maps can then be collected and marked for points in the Patrol competition.

2. *Camp Fire Yarn.*

“Endurance” (Y. 18).

This should be given, where possible, by a doctor. Follow this with Deep Breathing exercises for a few minutes. The object of this is to teach the method of deep breathing.

The exercises can be repeated for a minute or so at the next few parades, but they are not of much use unless constantly practised. Hence the thing to do is to show how to carry out deep breathing, and then to encourage the boys to do this every morning when they rise. It adds to the interest if each Scout keeps a record chart of his physical condition and growth.

3. *Game.* To revise Knotting.

Teams in rows, one player in front of each team about 10 yards away with a heap of ropes. First player must run and tie a bowline round the former's waist and come back to start the next, who ties another rope on to the first with a reef, and so on ; third ties sheetbend ; fourth ties fisherman ; fifth shortens the rope last tied on ; sixth ties the end in a clove-hitch round his leg. Team first finishing correct wins.

4. Play “Spider and Fly” (end of Y. 14).

TWENTY-FIFTH WEEK

You will remember that we have divided our scheme of training into periods of thirteen weeks each. We are now near the end of the second of these periods, and the second of our Patrol competitions is now drawing to a close. We

shall use this evening to revise, by means of games, some of the things we learnt for the Second Class Badge.

1. *First Aid Game.*

One player for each team is labelled with his injury, teams then compete in making the best First-Aid job of their patient.

Emergencies such as "House on Fire" come under this game.

In all games and competitions calling for First Aid, *speed* is not of importance except for bleeding and fetching a doctor.

2. *Compass Game.*

"Compass Relay."

Patrols in file and at other end of course each Patrol has a blank compass circle. Each Scout has card on which is compass point, and runs as in ordinary relay to place it in correct position.

3. *Observation.*

"Kim's Relay."

Troop in rows at one end. At other end Scouter per Patrol holds bag of small objects. No. 1 runs to him and gets object, examines it and hands it back, then tells No. 2 what he has seen. No. 2 races, sees a second object, and tells No. 3 what he has seen and what he has been told by No. 1. Last man does not go back to Patrol but writes on paper as much as he can remember of what he has been told.

The points won in these games are the last that will be counted in this second competition.

4. This is a good time to give the Patrol Leaders an opportunity of doing what they please in an outdoor meeting. They draw up a programme of work for the half-day and carry it out by themselves. They write full reports of what they did, and marks are given for the scheme they drew up and for the way in which they carried it out.

The Scoutmaster can, if he likes, visit the Patrols and see them at work, or he can take a well-earned rest. Two or more Patrols can combine if they choose to do so.

TWENTY-SIXTH WEEK

We have now reached the end of our second period, so this is an occasion for some kind of special affair, such as a parents' evening, a camp fire, or just a games programme with plenty of fun and laughter.

Announce the winning Patrol for the period.

OUTDOORS

Play the game "Ambushing."

The main body advances along a road, with Scouts thrown out on either side to prevent any danger of surprise.

Two Patrols (the enemy) are following them behind, and attempt to ambush them by one Patrol getting in front and the other attacking in the rear. They shadow the main body as it advances until a suitable part of the country is reached, when one Patrol attempts to get ahead by going round in a semi-circle and joining the road again farther on. If they can do it, they hide in an ambush and attack the main body when it comes up; the other Patrol which has been following behind should then immediately attack in the rear. For it to be a successful ambush the Patrol in the rear should be able to attack immediately the ambush is reached, and so should follow closely behind. If the Patrol making the semi-circle are seen, they should be followed and the ambush discovered; both they and the other Patrol behind can be captured, just as in "Shadowing," by merely being touched.

This game can be made even still more useful if the Patrols, while on the march, are instructed not merely to look out for the ambush, but also to take down the numbers of motor-cars that they pass and to note the names of inns, etc., just as the Scoutmaster shall decide.

The marching party has now a double task, to collect information while on the march, and, at the same time, to keep a look-out for the enemy while so doing.

The game serves to give a long distance march (not too long) and yet to prevent the marching exercise from becoming wearisome.

TWENTY-SEVENTH WEEK

We have now done much of the work for the Second Class Badge ; we have revised it several times by means of games and other exercises ; we have done a little more than the regulations demand in Ambulance work ; we have made a preliminary study of an easy map ; and we have been through a number of games and movements intended to train the senses and strengthen the body.

In our third period we shall take up some of the work for the First Class Badge and continue our games.

You will notice one thing about the work for the First Class Badge, and that is that this work has to be done mostly out of doors. You cannot write road reports, judge heights and distances, or make route sketches in the club-room. There we can explain *how* to do various things of this kind, but the actual doing of them must be under the open sky.

This and the next twelve programmes are arranged in the following way :

Each programme is usually in six or seven sections, and each of the first six sections takes about half an hour to complete. Sections 1, 2, 3 can be done indoors ; sections 4, 5, 6 are intended to be done outdoors ; section 7 is a game, or some other exercise, needing the whole or the best part of a half-day.

If you have arrived at this stage of your training at a time when the nights are dark and evening work out of doors is impossible, then you will do sections 1, 2, 3 at the club-room, and sections 4, 5, 6, and 7 on the half-day, omitting the least important sections, such as ordinary games, if time is short.

If you are a school Troop, and began this course of work in September last, you will find that week twenty-seven falls in the summer term, perhaps about the end of April or the beginning of May. You will then do sections 4, 5, 6 in the evening and section 7 on the half-day. On wet nights you will do sections 1, 2, 3 in the evening, and 4, 5, 6, and 7, or the more important parts of these sections, on the half-day. In ordinary circumstances you will omit sections 1, 2, 3

altogether, unless you care to make any one or all of them part of the half-day parade.

1. *Camp Fire Yarn.*

"Judging heights and distances" (Y. 8).

Quite recently I saw in a book for Scouts these words : "Judging distances is purely a matter of practice. It is a difficult thing to judge dimensions within 25 per cent error. The Scout *cannot be taught*." I quite agree that estimating these things is a matter of practice, but it is not so very difficult, and it can be taught, as you will find out in the next month or so.

2. *Indoor Measurements.*

Take a tape measure, or a piece of string marked in yards by means of knots. Look at it carefully, and get into your mind what a length of one yard looks like.

Take a piece of paper and rule it in two columns. Head these "Judge" and "Correct." Then, as directed by your Scoutmaster, judge the height of the door. Write this down in the "Judge" column. Next, let one boy measure the height of the door with the tape or string. Enter this in the "Correct" column. How far are you out?

Go on with this kind of thing for half an hour, using the length of the leg of a chair, the width of the room, the breadth of the table, the height of the Scoutmaster, the length of his finger or his nose, and anything that he tells you to find and measure.

3. *Indoor Games.*

(a) Hare and Hounds. Ten minutes.

The boys are arranged in lines of threes, fours, fives, or even larger numbers. Two boys are left out, one of them to play the part of the hound, the other that of the hare.

Boy No. 1 (at the top left-hand corner of sketch) gives a command "change" at stated intervals, and each boy wheels to the right, grasping the hand of the player next in line with him, thereby barring the progress of either hound or hare as a new combination of lines is brought into play, as shown by the dotted line, which is a forbidden route.

When the hare is at last caught, he becomes No. 1 ; the

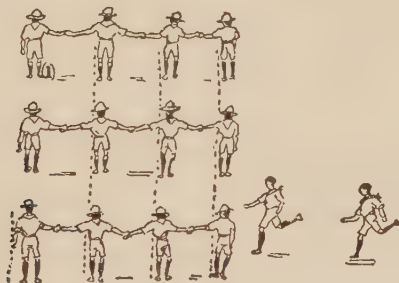
hound becomes the hare ; and No. 1 plays the part of the hound. Each boy becomes No. 1 in turn.

(b) "Celebrities."

A number of unnamed, numbered pictures of celebrities living and dead are posted round the room. The player giving the best list of who they are wins.

4. *Distance Judging.*

(a) With a knotted string measure out 25 yards. Let each boy pace this, in turn, taking a perfectly natural stride. The distance should be paced out and home again and the sum of the two measurements divided by two. The average



Hare and Hounds.

of the two measurements gives you the number of paces you take for 25 yards. Divide 25 by the number of paces, and you know the length of your stride. This is very important, and you must remember it.

(b) Put a staff or a hat at the end of the 25 yards' distance. Now let one boy walk slowly towards the goal, and let another call out "Stop" when he thinks that the walker has got half-way, or to a point 5 or 10 or any other given number of yards away. Every boy should have two or three shots at these short distances. Check the judging by *measurement*.

(c) Now measure out 50 yards and repeat exercises *a* and *b*.

5. *Drill.*

Revise Troop formations, and Patrol movement. Give Patrols practice in moving from X to Y (on given map),

awarding points for best formation on the move, over open country.

6. *Outdoor Games.*

(a) "Plant Race."

Start off your Scouts, either cycling or on foot, to go in any direction they like, to get a specimen of any ordered plant, say a sprig of yew, a shoot of ilex, a horseshoe mark from a chestnut tree, a briar rose, or something of that kind. Choose one that will tax their knowledge of plants and will test their memory as to where they noticed one of the kind required. Quickness should be encouraged by making the first successful Scout who arrives home winner of the game.

(b) "Where's the Whistle?"

Here is the description of a capital game which can be played in an open field where there is no cover.

A number of Scouts are blindfolded and placed in a line at one end of the field.

Then a Scoutmaster or Patrol Leader goes to the other end, and blows his whistle every now and then.

The business of the blindfolded Scouts is to reach the whistle-blower and touch him.

The latter may stoop down, but he must not move about.

As soon as a Scout touches the person with the whistle, he slips off his scarf and is out of the game.

The whistle-holder should see that no boys run into hedges or ditches; if he notices any of them straying, he must blow his whistle and so attract their attention in the right direction.

Points are awarded in accordance with the order in which the Scouts reach the whistle-holder, the highest points, of course, going to the one who first reaches his destination.

7. *Scouting Game.* "Smuggler's Treasure."

The members of one Patrol are the Smugglers, who are trying to dispose of their goods to the Pedlars (Patrol 2) whilst the Coastguards (Patrol 3) attempt to prevent them. The goods can be in the form of coloured counters, each colour representing a different value. The Smugglers and Pedlars start at positions about a quarter of a mile apart and work inwards to meet each other, while the Coastguards start from a position somewhere midway between the two, and try to

prevent the exchange of goods taking place. If a Smuggler or a Pedlar is caught with a counter on him, he must surrender it to his captor. He may then remain in the game for the purpose of side-tracking the Coastguards and warning his own men of danger. When a Pedlar receives a counter he must take it back to the S.M. at his base before collecting any more. At the end of the game the side in possession of the greater value of counters is the winner. Counters still in the hands of the Smugglers do not score for either side.

8. Are you keeping up your instalments of nature lore ?

TWENTY-EIGHTH WEEK

1. *Distance Judging.*

Get the boys to test the following claims about distance judging ; they can do this in between meetings. Then at the meeting you can compare notes and see how far practice agrees with theory. (*N.B.*—This job is given out the previous week.)

(i) 50 yards : Mouth and eyes clearly seen.

(ii) 100 yards : Eyes appear as dots.

(iii) 200 yards : Buttons and details of uniform seen.

(iv) 300 yards : Face seen, but outline slightly confused. The buttons resemble a stripe.

(v) 400 yards : Movements of legs can be seen. Outline of body is clear, but the face is not seen except under favourable circumstances.

(vi) 500 yards : Movements of limbs can be seen. Colour of uniform can be seen. The body begins to taper slightly from the shoulders.

(vii) 600 yards : Head is a mere dot. Details are no longer distinguishable.

(As we do not at present intend to judge distances above 600 yards we need not go on to describe what happens to the appearance of a man between 700 and 800 yards and from 800 to 1200 yards. If you are curious, find out for yourself.)

Here is another useful set of facts to set down and remember :

Things look nearer than they really are when seen—

- (i) On bright, clear days.
- (ii) When the sun is behind you.
- (iii) Across water.
- (iv) Across a valley.
- (v) Across snow.
- (vi) On a plain.
- (vii) Up or down hill.
- (viii) On a skyline.

Things look farther off than they are—

- (i) When you are kneeling or lying down.
- (ii) When a man whose distance you are trying to find is also kneeling or lying down.
- (iii) When the object is of the same colour as the background.
- (iv) On misty, dull days.
- (v) In country with many hedges.
- (vi) In looking along a street or an avenue.
- (vii) When there is a heat haze.

2. *Camp Fire Yarn.*

Do your Scouts know about the life and adventures of B.-P. ? This is a subject you can use for many ten-minute yarns, and very often you will find something in his story to illustrate a part of Scouting ; *e.g.* observation and deduction tracking, etc.

3. *Indoor Games.*

(a) *Electrocution.*

A rope lying on floor represents high-power electric cable. One Scout from each Patrol lies under rope at start ; these Scouts are to be rescued from contact by the others. Any Scout who is judged by Scouter to have been electrocuted by carelessness must join the unconscious Scouts under the rope and also be rescued. First Patrol to return complete wins. An addition would be for original victim to be resuscitated.

(b) Hawking.

A stranger arrives at Troop Meeting with suitcase of samples ; he tries to persuade Scouter to buy ; Scouts gather round and listen. After he has been thrown out, Patrols are asked to (a) make lists of articles offered, (b) prices (c) arguments in favour of each put by hawker.

(c) Tank Race.

Each team is grouped into as small a space as possible and a rope tied fairly tightly round the group. They then run round the course. The first team to finish intact wins.

4. *Outdoor Distance Judging.*

(a) Measure out 100 yards with the string. Each boy is to pace the distance and get the length of his pace again. Does the length of this pace agree with that which you obtained at distances of 25 and 50 yards ? It should.

(b) Put caps or other objects at different distances along this line. How far is each of the things away ? *Check each guess by measurement.*

(c) Send a boy out from the starting-point. Let someone call out when he has gone a given number of yards. *Check by measurement.*

(d) Call attention to the appearance of the face at distances of 50 and 100 yards.

N.B.—It is most important, at this stage, that all the judging should be checked by exact measurement. This tends to make the boy careful as to the judging, and watchful while the distance is measured, to see if he be right. You get two looks at each distance, and the second is more prolonged and intense than the first.

5. *Knotting.* Have a Knotting relay race just to make sure knots are kept up to date.

6. *Outdoor Game.* “Rounders.”

Two teams : one batters, other fielders. Batters queue up behind home base. Four other bases are arranged at corners of hexagon with sides up to 30 yards according to space and numbers. Bowler stands 15 feet from batter. Ball served must be pitched between knee and shoulder of batter. Three are allowed, but batter must run for any he hits. If he can

run round all four bases without being hit he scores a rounder ; but if he is hit between bases he is out. He can be brought back by any rounder scored by his team. Only one batter can be at a base at one time. If any more, all but last arrival are out. Ball is dead as soon as in bowler's hands, and no batter can then move from a base until next batter starts running from home base. A full catch puts all batters out. A firm umpire is needed for this game as rules vary considerably !

7. *Scouting Game.* "Red Indian Patrol."

Patrols of "Frontier Police" (S.M. and A.S.M.) are moving out to head off a body of "Red Indians" (Scouts) who have been raiding. The police have five minutes' start, and move along specified roads or tracks between boundaries—say half a mile apart, according to the nature of the country. The "Red Indians" have to get past the police and on to a line (length of road between two points) representing their own frontier, without being seen. Any Indian seen clearly enough to be recognised is "shot." The police may halt and look round as often as they like, but must not go back. Distance may be between one and two miles.

TWENTY-NINTH WEEK

1. *Personal Measurements.*

Each Scout is to work out the list of self-measures given in Y. 8. Patrol Leaders will take charge of this job.

2. *Camp Fire Yarn.*

"Winter's Stob" (Y. 2). If the Scoutmaster prefers, any similar kind of story, illustrating the same points, may be substituted. It sometimes happens that a recent incident reported in the papers, local or otherwise, is more effective because more real.

3. *Night Game.* "Tracking by Smell."

Tracking by smell at night is a very important part of Scouting.

An enemy's Patrol has encamped at a certain spot, and

thinking all safe light a fire and prepare a meal. But the sentry reports suspicious signs and sounds, so they immediately damp the fire, but cannot stop the smoke. This should be carried out on a calm but dark night in a fairly open spot—the smoke can be caused by smouldering brown paper or damp gunpowder in a tin. The others have to reach the spot by smell, while the encamped party lie absolutely still.

4. *Distance Judging.*

Distances up to 200 yards. The method is the same as that given in Week 28. But pacing may now be substituted for the accurate measurement of the distances guessed. Also the work should be carried out in a fresh locality. This remark applies to the work in distance judging to be done in the next two weeks.

Different stretches of country have different undulations, background, etc., so that the eye gets accustomed to different conditions. If you do all your practice work over the same fields or roads you may find, when you go to be tested in another neighbourhood, that you are all at sea.

Do not forget, each time, to note the appearance of a person at the different distances, adding a new observation each week. This week you can notice what a person looks like at 50, 100, and 200 yards, and what is the difference in the effect according as he kneels or stands. Always keep up the back work ; you have to become *efficient*.

Whenever you are out for a ramble or a game, try to judge distances.

5. *Code Signalling.*

Here is a useful way of signalling messages during a wide game. Each Troop can make up its own scheme of messages after the pattern on the following page.

To signal, *e.g.* "Return to Camp," the letters BA are sent. (*Note*—begin with letter in left-hand upright column followed by letter along top.) Here is a conversation :

Scoutmaster —AD/AB/EA.

Patrol Leader—DA.

Scoutmaster —ED/AA/BC.

Patrol Leader—BD/EB.

	A	B	C	D
A	Stay where you are, but keep a good look-out.	Move forward.	Come back.	Other side are approaching.
B	Return to camp.	Gather Patrol together.	Have you seen the A.S.M. anywhere?	Yes.
C	No.	What would you like me to do next?	Isn't it nearly time for tea, Skipper?	The fire won't burn. Get some decent wood.
D	I've captured an enemy. What will I do?	Sorry. I grovel and won't do it again.	Keep down out of sight, you fat-head.	Game's off. Let's all get together.
E	100 yards.	Five minutes ago.	Ten minutes.	Who's afraid of the big bad wolf?

The code should be limited to first circle letters, but ingenious variations are possible. Get the Patrol Leaders to work out a Troop Code: each Patrol could have its own.

6. *Outdoor Game.* "Attack and Defence."

A ground about 60 yards long with a half-way line. One team at each end guarding a number of objects (one for each member of the team). Each team tries to capture its opponents' treasure and defend its own. A player can only be caught when out of his own half and not when he is returning with a capture. Prisoners are put behind their captors' base and must be released before any more objects can be taken. Only one prisoner/object can be released/taken at a time. Team with most objects and fewest men prisoners wins.

7. *Scout Game.* "Torn Manuscript."

A secret hiding-place is known to exist somewhere in the neighbourhood, but the only clue to it is a torn piece of paper upon which the key to it was once written. (A description of the way to the spot could be written on a piece of paper,

and then the paper torn down the middle roughly, and half given to each of two competing patrols.) The key was torn in two purposely for safety, just as in a bank the two chief clerks each have a key, but it needs both keys together to open the safe. Two parties have got hold of this key, and each with their half are trying to find the spot, because some old smugglers' treasure is thought to be hidden there.

THIRTIETH WEEK

1. *Knots.*

Patrols are in relay formation, each Scout with a yard of rope. A piece of rope is hung on the wall on the opposite end of the clubroom. Lights out, and the first Scout moves up and ties his twine to the fixed piece with a reef knot, next with a sheetbend, next with a fisherman's, and so on.

2. *Debate.*

It is a good thing to have an occasional debate in which practically everybody has to take part. The subject should be chosen a week or a fortnight beforehand, and it should be something about which there is plenty to say on both sides. The debate should last for about half an hour, or longer if you wish.

The boy who opens the debate on the one side is allowed five minutes; the first speaker for the opposition is also allowed five minutes. The rest of the speakers get, say, two or three minutes each, as may be arranged.

3. *Night Game.* "Will-o'-the-Wisp."

This game should take place across country at night.

Two Scouts set off in a given direction with an electric torch. After two minutes have passed the Patrol or Troop starts in pursuit.

The torch bearer must show his light at least every minute, concealing it for the rest of the time. The two Scouts take turns in carrying the light, and so may relieve each other in difficulties, but either may be captured. The Scout without the light can often mingle with the pursuers without being

recognised and relieve his friend when he is being hard pressed. They should arrange certain calls or signals between themselves.

If the night be wet or unsuitable for a night game such as this, you can play indoor games, of which you now ought to know quite a number, for the space of half an hour.

4. *Distance Judging.*

Distances up to 400 yards. Remember the remarks made on this subject last week. The methods of practising are the same.

5. *Outdoor Game.* "Messages."

Two teams, one larger than the other. Smaller side have H.Q. on a mound which they must not approach nearer than fixed number of yards, except when in pursuit of one of other team. S.M. is on the mound and members of larger team are in "sanctuary" when on mound. Larger team splits into three groups; each group is given a part of a message verbally and is sent to different part of area. The object of larger team is to convey message to S.M. No writing down permitted.

6. *Tracking Game.* "Far and Near" (end of Y. 11).

THIRTY-FIRST WEEK

1. *Knots.*

Learn the Middleman's knot.

Then try to tie all the seven knots you have learnt with your hands behind your back. Correct knots can count in the Patrol competition.

2. *Mock Trial.*

For hints on carrying out a mock trial in a serious fashion see end of Y. 4. The parts to be played by the different members of the Troop should be given out a week or more beforehand so that they can prepare their speeches and evidence. The arrangements can often be left in the hands of the two most eloquent members of the Troop, who can be respectively counsel for the prosecution and the defence.

It is rather more fun, if the proper forms of the law courts are observed, but the whole trial made of a humorous character.

For instance, it is arranged that the witnesses, say, for the defence, shall give absolutely contradictory evidence, or refuse to speak till they are bribed, and the jury gives some kind of quite impossible verdict that has nothing to do with the case at all.

3. *Night Game.*

(Weather permitting. If not, some of the old indoor games.)

“Showing the Light.”

A Scout makes his way across fields, in the dark, and on hearing his leader's whistle, shows a torch light for five seconds. He remains there, but switches off the light, and the rest of the Scouts estimate how far away and whereabouts he is.

Then they set out to where they think the light was shown and each one tries to get there before the others. The lantern-bearer hands over the torch to the Scout who arrives first.

Note that this game is used for giving practice in distance judging in the dark.

4. *Distance Judging.*

Distances up to 600 yards. Use the same methods as in previous weeks.

5. *Firelighting Competition.*

A cord is stretched about 18 inches off ground. Each Patrol has to collect fuel, light a fire, and burn through the cord. First to do so wins, but points should be given for organisation of the job.

6. *Scouting Game.* “Stalking and Reporting” (end of Y. 14).

THIRTY-SECOND WEEK

1. *Measurement of the Breadth of a river, road, or railway.*

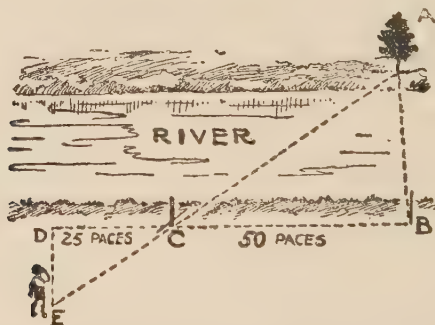
It may sometimes happen that you want to know the width of a river, road, or railway, which you cannot cross. If you

have no river to practise on, a road will do just as well. Give the Troop the following diagram, explaining it on the black-board. Let the boys copy the diagram in their notebooks, and, if there be time, work out a few easy examples.

Method 1.—A is a tree, rock, or other object on the bank of a stream. You cannot reach it, for you are on the other side. Put a staff at B just opposite to A. Take any number of paces, say fifty, in a line at right angles to A B, and thus get to C. At C set up another Scout staff.

Walk on, in the same straight line, B C to D, making C D half the number of paces in B C.

At D turn away from the stream, in the direction D E, at right angles to D B.



Measurement of the breadth of a river, road, or railway.

Walk on till you get the pole at C and the object at A in a straight line. You are now at E. Measure D E. This is *half* the distance across the stream.

Method 2.—As before, but this time make the number of paces in C D the *same* as in B C. In this case the length of D E gives you the width of the stream and not half its width as before.

The reason for using two methods is to avoid error. You might make a mistake in counting your paces from B to C, for instance. Then the distance D E would be wrong and the width of the stream would be incorrect.

If you use both methods, and the two answers agree very nearly, then you are probably as correct as you will get by a method of pacing. If they do not very nearly agree, then one or both of your answers are wrong, and you should make all the measurements over again.

2. *Unprepared Play.*

See end of Y. 4. In choosing the plot for the play, you can make use of actual scouting games, local incidents, historical events such as the landing of William the Conqueror, etc.

All these debates, trials, plays, and the like are of importance in teaching the boys to express themselves quickly, accurately, and fluently. Such qualities are likely to be of the greatest value to them in any career that they may afterwards adopt.

3. Play "Ships in a Fog."

Teams blindfold in single file with hands on each other's shoulders at some distance from their leader, who is not blind. Leader, by giving compass directions, tries to pilot his ship through a given harbour-mouth formed by two chairs. First team through wins.

Variation.—Leader may not address his team by name but must rely on his voice being picked out from the rest.

For outdoors use (which is more fun) two scout staffs stuck in the ground can mark the harbour.

4. *Tests in Distance Judging.*

We have now had sufficient practice in distance judging to enable us to see if we can pass the First Class test in this subject.

There should be at least ten tests, and these should be given in different places, and on different days, in order to allow for different conditions of ground and weather.

The local examiner takes one or more Patrols to a point from which he has measured out a certain number of distances. The boys enter their judging in the proper column, and then the examiner collects the books and takes them home to mark.

On another occasion he or another examiner takes the boys to another place and gives them another set of tests, and so on up to ten.

Of these, three tests are between 10 and 100 yards, three between 100 and 200 yards, three between 200 and 400 yards, and one between 400 and 600 yards. Any other suitable arrangement may be adopted. No definite regulations are laid down by headquarters.

A boy is expected to get at least seven out of ten guesses right, within 25 per cent. If he does not, the page is cancelled, and he has to go through another ten tests, which are given whenever convenient.

For this week, and in this course of training we suggest that *three tests* be given, somewhere near the Troop headquarters, as we do not want to waste too much time walking to and from the judging point.

5. *Camp Fire Yarn.*

"The First Class Journey."

Explain the importance of the journey as a test of the self-reliant Scout ; stress need for skill in map-reading, reporting, cooking, etc. Discuss gear to be taken. Short practice journeys lasting an afternoon should be arranged for pairs of Scouts.

6. *More practice in measuring breadth of a river or roadway.*

7. There will be no Scout game this week. Instead, the time will be given up to the following work :

(a) Three more tests in distance judging, well away from the Troop Headquarters.

(b) Actual measurement of the width of a stream or railway or road by means of the methods given in section 1 above. Make several measurements at points fairly widely separated.

8. And don't forget, of course, the regular dose of nature lore.

THIRTY-THIRD WEEK

1. *Method of Estimating Heights.*

Y. 8. The method set out in this yarn for estimating heights is a very sound one to begin with. Give the Scouts plenty of practice.

2. *Camp Fire Yarn.*

“ Signalling ” (Y. 7).

You have learnt to signal by Semaphore. But, as this yarn will show you, there are many other ways of sending messages over a distance, and it is quite possible that you can even invent one or two more for yourself. In section 6 below we have some of the common signals given by the motion of the hand ; but of these, more later on.

3. *Indoor Games.* “ Shadow-Reading.”

(a) Divide the Troop into two sections to play against each other. Hang a sheet, or a lot of paper pinned together, across the room, so as to form a thin screen. Turn down the lights on one side. Leave the other side lit by a light held about the height of a person's head.

One Scout stands so that his shadow is thrown on the screen, with his face in profile. The Scouts on the semi-darkened side write down whom they think it is.

This goes on till each Scout on the one side has thrown his shadow, when the guesses are examined and the number of correct ones counted as points in a competition. Then the two sides change places and the game is repeated.

(b) Next make a hole in the screen through which a person can look. The players should be on the dark side or their shadows may give them away. One side guesses whose eye is seen. After all of one side have shown their eyes, the other side gets a turn, and again points are counted according to the correct number of guesses.

(c) Next let each member of one side show a hand, or nose, above the screen, and let there be guessing as to whose hand it is.

(d) Finally, push a foot under the screen and let there be guessing as to whose foot it is.

This is all excellent practice in the noticing of personal characteristics.

4. *Height Measuring.*

The Scouts work in Patrols, or in pairs, and each measures as many heights as he can within the space of half an hour, using the Scout staff.

5. *Signals.*

"Smoke Signals" (Y. 7).

6. *Hand Signals.*

These should be practised, first of all, in the following order and in the following way :

Fall in the Scouts, in single line, unless there are too many of them for the space. Explain the first signal, how it is given, and what it means. Then have the movement made in response to the signal. Explain the next, and so on.

To call the attention of the Troop to the fact that a new order is to be given a whistle is blown. When the Scouts hear the whistle they immediately look for the next signal.

The whistle call is necessary, because sometimes the man giving the signals is behind the Troop, and they cannot see him without looking round.

Advance.—Swing the arm from rear to front below the shoulder.

Retire.—Circle the arm above the head.

Halt.—Raise the arm to the full extent above the head.

When these are well known and readily obeyed, introduce the following :

Double.—Move the closed fist up and down between the shoulder and the thigh.

Quick Time.—Raise the hand to the shoulder. This is the signal given when you wish to change from the double to quick time.

Mix up these five commands and, when they are all known, give the following :

Lie Down.—Make two or three slight movements towards the ground with the open hand.

Wheel.—Extend your arm in a line with your shoulder and make a circular movement in the direction required.

7. *Half-Holiday Work.*

Boys whose evening work is indoors have to do sections 4 and 6. Both sets are to have four tests in distance judging. The boys whose evening work is out of doors and, perhaps, the others too (it is all a question of the length of the day-

light), play the following game : “ Stalking ” (end of Y. 14), or any of the out-of-door games already learnt. Whenever time is available the old games should be revised.

THIRTY-FOURTH WEEK

1. *Swimming.*

This is more a reminder than a special item in the programme. Swimming is an essential part of a Scout's training, so arrange for regular instruction if possible ; if there is a local Swimming Bath, have regular Troop nights.

2. *Night Work—Notes.*

You have now played a number of games at night, and have probably learnt a great deal about what to do and not to do, when moving about in the dark.

The Scoutmaster will now explain to you the following points, illustrating them from the mistakes you have made in the field. You may wonder why you did not get this information before you began the games. The truth is, that unless you have already made mistakes, you do not really value the information given. Now you are in a position to know the truth of the following points.

Silence. The first thing is to move without making a noise. At night many of the sounds of the day are hushed, the birds are asleep, the wind has fallen, and, generally speaking, any noise that you make will be heard farther away at night than than in the day-time.

In order to keep your movements from being heard by the other Patrol against whom you are playing :

(i) Don't talk. If it is necessary to speak, whisper, and remember that even a whisper will carry.

(ii) Don't blow whistles.

(iii) Don't knock your staffs against each other or against anything else.

(iv) Send one Scout ahead to examine carefully the ground over which you are to go, because there are often

things in the way against which you may stumble or fall, if you are not warned in time.

(v) Open and close all gates quietly. Climb over them if they creak, but remember that, as you are to keep as low down as possible, getting over a gate is dangerous. It may show you up to your opponents.

(vi) If you have to go through a stream, move so slowly that you don't splash.

(vii) If you have to go through woods, step lightly to avoid breaking sticks, rustling leaves, etc.

(viii) If you have to go through grass, put the heel down first when the grass is short, and the toe down first when the grass is long.

(ix) Don't march in step. The steady *tramp, tramp* of a number of people marching together carries a long way. And anyone who hears it knows that it means marching.

3. *Indoor Games.*

(a) "*The Quickest Talker.*" Divide into two sides. Appoint a scorer and a timekeeper. Side A sends a man out of the room. Side B chooses a letter. The man comes in; he is told the letter, and the timekeeper says "Go." The man then says as many words as he can think of, beginning with that letter.

At the end of one minute the timekeeper calls "Stop," and the scorer says how many words the man has called out. This number goes to A's score. Then side B sends a man out and the game is repeated.

(b) "*Pass It On.*" Two sides are again wanted. They sit facing each other, on the ground or on chairs. Side A faces side B. One starter sits at the top end of the row, between the two first players. A receiver sits at the bottom end of the row, between the last two players.

Each player holds out his hands. The starter drops a penny into the hand nearest to him in each row. Then these pennies are passed, from hand to hand, all down the rows, and touched against the hand of the receiver at the other end. They are then at once passed back to the top. The side that gets its penny back first wins the game. Thirteen points make the game.

4. *Height Measuring.*

This is to be carried out by the methods described last week, but, this time, you are to *judge* before you measure.

Stand in front of the tall object whose height is required, and, bearing in mind the heights which you measured the week before, write on a card what you think is the height of the object. Then measure the height of this object and put down the correct measurement in the next column on the card. See how far out you are, and whether you are under or over estimating the height.

Two or three pairs of Scouts should measure the same height, so that their answers can be used to check each other, and the correct height fairly accurately found.

5. Play "Chalk Rugby."

Apparatus required: One piece chalk (small) and two boxes.

Two Patrols are matched against each other. The boxes are placed at either end of the hall. The teams line up as in football. The referee throws up the chalk and the game commences. The idea is to score a goal by marking the end of the opposite side's box. Rules can be made to suit requirements, but it is essential that a player should not be allowed to hold the chalk too long.

6. *Scouting Game.* Play "Spider and Fly" (end of Y. 14), or have a good Flag Raid.

THIRTY-FIFTH WEEK

1. *Making Things.*

From time to time arrange half an hour for Scouts to bring along things they have made for Badge work or for general hobbies and handicrafts. This not only encourages the makers, but it stimulates the others to "go and do likewise."

2. *Notes on Night Work.*

Seeing and being seen.

(i) Lights, at night, can be seen for long distances. Even the red end of a cigarette is easily visible at a distance of five

or six hundred yards. Hence the use of lights at night must be avoided as far as possible.

If it is necessary to use a light in order to look at a map, a compass, or a watch, or to search for anything that has been dropped, then the Scouts should stand round the light so as to form a screen and hide it.

The light must be held so that it shines downwards ; a small electric torch is to be preferred to a bicycle or other lamp.

(ii) It is easier to see with the moon behind you than when it is in front of you.

(iii) You should be able to see anyone approaching at a distance of twenty-five yards. But it takes a lot of practice to see easily in the dark. Bushes are mistaken for men and men for bushes.

If you are not certain whether any rather indistinct objects are human beings or not, look carefully to see whether they move. Also count them. If there is no movement for some time, and if the number of objects visible remains constant, then most likely the objects are not alive. But they might be sheep.

(iv) The skyline of a wood is jagged, and the shadows vary in density.

(v) The skyline of a hill is smooth and more regular than that of a wood.

(vi) Figures show up against the skyline unless it is very dark. If you have to cross the skyline, crawl. If you are watching for someone else who may have to cross the skyline, choose a place for observation where movement over the skyline is likely to show up.

Indoor Practice.—In order to practise silent movement try the following. Take off all your kit and put it with your staff on the ground. Lie down. Turn out all the lights. At a given signal put on all your equipment and fall in, in your proper place in your Patrol, without noise or talk.

Ten marks can be given to every Patrol that can do this without making a sound. Two marks should be deducted from any Patrol for every sound heard, no matter how slight.

3. *Night Game.*

Play the game "The Escaped Smoker."

A convict has escaped from prison, and, being an inveterate smoker, the first thing he does is to buy a large supply of cigarettes and matches.

On a dark night a message is brought to the Scouts that he has been seen in a wood close by, still smoking. The Troop at once turn out, and, inclosing the wood, silently try to find their man by using their eyes, ears, and noses, as well as they can. The man, who is playing the part of the convict, is obliged to keep his cigarette in full view all the time, and strike a match at least once every three minutes. Unless the Scouts are very sharp, the chances are that he will slip through, and they will, after a few minutes, see the match flickering away behind them.

4. *Height Judging.*

Measure and guess the heights of several objects, giving about half an hour to the exercise. Let the guess come first, and check it by measurement.

5. *Hand Signalling.*

Give half an hour to practising the movements already learnt.

6. Play "Pathfinder Darts."

A map of your town is mounted on a board and hung on the wall. A dart is thrown. As it lands the S.M. says: "It's a house afire. What is the fire station 'phone number? Where is the nearest fire-alarm box?" Or "It's a motor accident. You are there. What do you do? What is the nearest hospital 'phone number? The police 'phone?" etc.

7. *Scouting Game.*

Let the Patrol Leaders plan this game entirely on their own.

THIRTY-SIXTH WEEK

1. *Messages.*

Let the Scoutmaster send a long message, and let the Scouts write down all that they can understand. Marks, to count in the Patrol competition, can be given for the results.

2. *Weight Judging.*

We shall want a number of weights and a number of things whose weights have to be determined. For the first week we will be content with weights up to one pound.

The Patrol Leaders should provide ten or twenty articles numbered and weighed ready for use. Some of these should be of the same weight, but of different bulk ; for instance, a small leaden bullet and a big ball of cotton wool might be made of the same weight. Some should be of the same bulk but of different weights ; for instance, matchboxes or small tins filled with different materials, sand, cotton, wool, etc.

The eye must be deceived in order that the boy may rely, for his estimate of weights, entirely on the feeling of the pressure on his hand or arm.

(i) Hold the weights, one after the other, first in the right and then in the left hand, and try to get a clear idea of what any given number of ounces feels like.

(ii) Put a given weight in one hand. Try to balance it with some object picked out of those supplied by your Patrol Leader. If you are wrong, try again.

Perform these two exercises with the objects provided by your own Patrol Leader. When you think you have got a good idea of weights from half an ounce to one pound go to another Patrol Leader and perform exercise 3.

(iii) Provide yourself with a card or paper, with lines on it numbered from one up to as many objects as the Patrol Leader has on his table.

Take up any object, say, number five. Guess its weight and write this down in the guessing column.

At the end, when all your Patrol have tried all the objects, let the Leader give you the right weights. Put these down in the weight column and see where you have been wrong.

(iv) Between this and the next week try to guess the weight of everything you can find at home, the butter, the sugar, a loaf of bread, and so on. Practice makes perfect, but it takes a lot of practice to judge weights.

3. *Night Practices.*

(i) Put a Patrol at one end of a field. Let a boy walk *away* slowly. As soon as anyone can no longer see him, he is halted by means of a signal and the distance to him paced.

He can then go on again till someone with better eyesight can no longer see him.

(ii) Put a Patrol at one end of a field. Let a boy walk, from some spot where he is invisible, *towards* the Patrol. Let him be halted as soon as anyone sights him, and the distance found. Let him come nearer still till a person with weaker sight can see him, and so on till he is visible to all.

(iii) Let two persons approach the Patrol from two unknown directions; one of these will wear lighter clothes than the other. Note the distances at which they are first seen.

(iv) Let a person move to or from the Patrol, first towards a background resembling his clothes in tone, and then towards one which is in marked contrast. Note the distances at which he becomes invisible.

N.B.—These practices can be repeated, in failing light, or in moonlight, or in daylight at any convenient times.

4. *Judging Heights.*

We will now make an attempt to pass the First Class Test in Height Judging. The tests will be given at three different times and places, and there will be ten tests in all.

This evening there are to be *three* tests, and they should be given close to the headquarters to avoid waste of time going to and fro.

5. *Weight Judging.*

Further practice.

6. Play "Dethroning the King."

A line is drawn at each end of the room, "Royalists" standing behind one, and "Revolutionists" behind the other. The "King" sits on a chair carried by three defenders and surrounded by Royalists. At signal "Go!" Royalists and Revolutionists advance, the former trying to carry the King across the opposite line and the latter trying to drag him from his throne. If King is carried across, Royalists win, but if he touches the ground, Revolutionists win. Striking and punching are not allowed.

7. *Half Day-Work.*

(a) Three more tests in height judging at a spot where you have never practised.

(b) Game. Put the Scouts in a line. About 50 to 100 yards away stick up a staff. Blindfold one Scout. He is now to walk forward and try to plant his own staff at the fixed one.

Each boy has a try in turn, and marks are given according to nearness ; say, ten for reaching the actual spot and one off for every foot away. The Patrol with the highest score wins.

This game cultivates the sense of direction, and the idea of distance, and gives some knowledge of the effect of the wind and the sun.

The tendency of most of the players will be to walk in a circle towards the right, but any attempt to correct this usually results in wobbling, and a zigzag course which leads anywhere except to the desired spot.

THIRTY-SEVENTH WEEK

1. *First Aid*

(a) We can now begin to think of more advanced first aid, and tackle fractures. A broken limb is not an infrequent occurrence in these days of speed, and it is a Scout's job to know how to deal with it. We must learn to know the difference between a broken limb and one that is merely sprained. If there is a fracture, the limb will be shortened, and the power of use lost. The broken place will swell and be very painful. When the parts of the broken bone are rubbed together there is a grating sensation ; but you should not try this, unless you are very expert and have had a great deal of experience.

If you are not sure whether the bone is broken or not, bind it up as if it were ; you can do little harm this way.

There are two kinds of fractures :

(i) Simple ; the bone only is broken.

(ii) Compound ; where there is a flesh wound as well as a break.

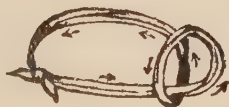
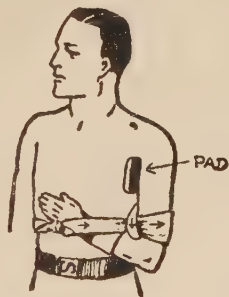
In the case of a compound fracture, stop the bleeding, dress the wound, and then bind up as in the case of a simple fracture.

The bandages you or your mother will have made ; your own scarf will do if you have nothing else ; but be sure that it does not touch a flesh wound, or the colour in it may bring about blood poisoning.

But you will not usually have splints with you, and you must learn to make them at once, out of anything handy. Use bits of wood, a roll of newspaper, your staff, pieces of bark, or anything else that is stiff that you can get hold of.

The splints must be long enough to go beyond the joints, both above and below the fracture. Put one splint on each side of the limb and something soft between the splints and the limb.

Keep the patient in the place where the accident happened. Don't move him till the splints have been fixed.



To bandage a fractured collar-bone

If the fracture is a simple one, it is not necessary to remove clothing ; but in the case of a compound fracture, there is a wound to be dressed, and the clothes must come off. The best thing to do is to slit the garment along the seam. This does no harm to the clothes, as they can easily be sewn up again.

(b) To bandage a fractured collar-bone. Roll up a bandage or a handkerchief into a hard pad and put this just below the armpit. Fold up a broad bandage and tie it as shown in diagram. You can tell whether the collar-bone is broken by the following signs : The person tries to support the arm with the other hand ; there is swelling and pain at the collar-bone ; the shoulder falls outwards and downwards.

2. *Finding the North.*

This is another of the subjects for the First Class Badge.

The first difficulty that arises is that there are *two* norths. One of these we find with the compass, the other by means that are presently to be explained.

If we left our home and walked towards the north, as given by the compass, we should not reach the same place or travel in the same direction as if we went north by the sun. We shall leave the compass alone and reserve the explanation of the difference till we come again to our work in map reading and map sketching.

(a) Finding the north by the position of the sun in the sky.

(b) Finding the north by means of the sun and a watch. This method is a very rough one and is apt to be a little inaccurate when the sun is high. (See Y. 5 and diagram.)

If you wish to march by the sun you should take a new observation every fifteen or twenty minutes. If you do not you will not march in a straight line, but in a right-handed curve.

(c) Finding the north by the moon. This is difficult except at certain times. We must be content, this year, with one or two easy facts.

Sometimes we see the moon shaped like the letter D. It is then growing bigger; it is called a *waxing* moon. Later on it is quite round, and is called *full* moon. Still later it is shaped like \sqcap and is then getting smaller; it is a *waning* moon. At the end of the first quarter of the journey, and again at the beginning of the last quarter, just half of the bright surface is visible.

By consulting the following table and a watch, the direction of some of the points of the compass can be found at certain times during the month.

Full Moon.	1st Quarter.	3rd Quarter.	Position.
6 p.m.	—	12 p.m.	East.
12 p.m.	6 p.m.	6 a.m.	South.
6 a.m.	12 p.m.	—	West.

That is if the moon is full and it is 6 p.m. then the moon is in the east. If the moon is in the first quarter and it is 6 p.m. the moon is in the south.

You can find out when the moon is in the first or third

quarter from an almanac, and so learn what it looks like at these times.

When there is a full moon the true north can be found with a watch as in method (b) above.

3. *Weight Judging.*

Use the same method as before, but take things weighing from 1 lb. to 5 lb. Not so many objects will be wanted, and there is no need to estimate the weight except to the nearest pound. Ounces and other fractions of a pound may be neglected.

4. *Finding the North.*

Further Practice.

5. Play "Compass Directions."

The Patrols are formed up as for an ordinary relay race, and some distance in front of each is a map, with a card showing the names of a number of places, written in columns, *i.e.* :

Bournemouth—	Bath,
Salisbury	—Southampton,
Ringwood	—Romsey,

and so on.

As each boy runs up he writes against one pair of names the compass-bearings of one from another.

6. *Half-Day Work.*

(a) Finish the guessing of heights ; four more tests. Boys who fail must wait a convenient opportunity for further tests.

Some boys do not really begin to try till they have failed, and then they want to be tested in all kinds of things at all kinds of inconvenient moments. They should learn to work hard in view of the test, and to know that if they then fail they may have to wait some time before they get another chance.

7. Play "Plotters."

This game can be played in a wood or along a road where there is plenty of cover on either side. Scouts hide themselves along either side of a given track, down which walk the S.M. and A.S.M. As this pair proceed they discuss details of a desperate plot, such as time, meeting-place,

password, members of gang, object of plot, and so on. When the pair have reached the end of the stretch of track, chosen Scouts come out from their hiding-places, get together in Patrols and write down all the details they have overheard of the conversation. Points are awarded for the fullness and accuracy of information given. If any boy is seen by the conspirators during their walk he is debarred from giving information to his P.L.

THIRTY-EIGHTH WEEK

1. *First Aid.*

(a) How to bandage a fractured arm bone. Fix one splint on the inside of the arm and one on the outside. Keep the splints in position by bandages tied, one above and one below the fracture. Tie the upper bandage first. Put the



A fractured arm bone.



A fracture of the forearm.

arm in a sling, as shown in the diagram. Take care not to jerk the arm or you may make the fracture worse than it was.

(b) To bandage a fracture of the forearm. Bend the forearm at right angles to the upper arm and with the thumb upwards. Get two splints, long enough to extend from the elbow to the tips of the fingers. Put one on the inside and one on the outside of the forearm. Tie one bandage near the elbow, and another on the other side of the fracture.

The one near the elbow is to be the first. Put the arm in the large sling.

2. *Estimating Numbers.*

The final section of the judging test—the estimation of numbers—may well be tackled now.

It is largely a matter of common sense and practice, but boys can very quickly become efficient in judging the number of people in crowds, and so on.

The whole secret is comparison. In estimating the number in a crowd, first discover how many are in a small group and compare this group with the crowd. If the crowd is ten times as large as the group multiply the number of people in the group by ten and you will have a good estimate of the number in the crowd.

In an ordered gathering in seats, such as at a concert or in a church, estimate the number in a row and multiply by the number of rows. This can be quickly done.

To estimate the number of postcards or papers in a pile, first discover how many occupy an inch, or half an inch. Multiply by the number of inches, or half inches, and you will have a fair estimate. Estimation of words on a paper can be done in the same way. So many to the inch ; so many inches.

Practice in the estimation of numbers can be carried out in the clubroom, or out of doors, at rallies, displays, and so on.

For practice purposes apparatus, etc., should be used to check the estimations, but for the actual test nothing may be used.

3. *Finding the North.*

(a) By means of the stars. In Y. 5 excellent diagrams and instructions are given, and you want nothing better. If you are interested in the stars, you may find a friend who knows the constellations, and who will be willing to point out a few of the more important ones to you.

(b) Other indications of the North.

(i) Churches lie East and West, with the main window at the East and the steeple at the West.

(ii) Look out for weathercocks on churches and other buildings.

(iii) Tops of pine trees lean towards the rising sun.

(iv) Moss on trees is most plentiful on the side that faces north.

(v) The limbs of trees are larger and more numerous on the side that faces south.

(vi) The bark of trees is thicker and coarser on the north-west side. This fact is of use if you come across the stump of a tree that has been sawn down.

(vii) Trees show a general bend away from the prevailing wind. This must be kept in mind in finding north by other means.

4. *Weight Judging.*

Use the same methods as before, but this time take weights up to fourteen pounds. You ought to be able to tell the weight of a load of coal or of a sack of bran, or of a man from appearance.

As it will not usually be possible to get sacks of bran and loads of coal on which to practise, we propose to make the tests on objects weighing anything from an ounce to fourteen pounds. At the same time, every opportunity should be taken of learning to judge these bigger weights, weights that you cannot find by lifting, but only by looking.

5. *Estimating Numbers.*

This is the outdoor practice. Go to a local rally or sports meeting, and get your Scouts to estimate the number of people present. Check off afterwards by discovering the official "gate." If a town Troop, on the way home estimate the number of people on the train, bus, or tram in which you travel.

6. *Finding the North.*

Further practice out of doors.

First Aid.

(a) To bandage a fractured jaw. Raise the jaw, gently, to its natural position. Put the centre of a *narrow* bandage under the chin. Carry one end over the head, cross the ends at the angle of the jaw, take the long end round the chin, and tie both ends at the side.

N.B.—It cannot be too strongly urged that these bandages should be learnt, in the first place, from a doctor or some other qualified person, and not from mere diagrams.



A fractured jaw.

(b) Bandaging a broken leg. Fix the leg in two splints, one on the



Bandaging a broken leg.

outside extending from well above the knee to the foot, and another on the inside, extending from the knee to the inner ankle. Tie both legs together.

THIRTY-NINTH WEEK

This week there will be no need to divide the work up into indoor and outdoor sections as, no matter what the season of the year, the work is the same.

We have now reached the end of our first year's work. True, we have only given thirty-nine weeks to the year, but, as explained at the outset, this allows for accidents; for nights when the weather is so bad that, in some districts, few can turn up; for the weeks spent in camp, and for all those hundred and one events that tend to upset the most carefully laid plans.

1. *Camp Fire Yarn.*

"Finding the Way" (Y. 5).

2. *Weight Judging.*

Get an outsider to bring a number of articles and to give you a test in this part of the First Class work.

3. *Finding the North.*

This will take up another afternoon. You can be sent out with one or more examiners who will test you in finding the north.

FURTHER SUGGESTIONS

You have now worked through the programmes contained in this book, and you will wonder how best to go on from here.

First of all, it is hoped that you will have learned through experience certain important facts about Scout training as a result of these thirty-nine weeks. Let us make a list of the important points :

I (1) There should be plenty to do in a Troop Meeting ; there must be no intervals in which you scratch your head and "try to think of something." This business can only be achieved if your programmes are planned well ahead of time.

(2) There must be definite progress in training. You will have noticed that in these thirty-nine weeks we have kept in mind chiefly the Second Class and First Class Tests. This kind of work will always be needed as new Scouts come along ; but you could choose a badge, such as the Pioneer, to be the basis of a series of connected programmes.

(3) There must be activity as well as instruction. Games with plenty of movement come in useful for this purpose. You will find plenty of games of all kinds in Gilcraft's *Scout Games* (3s. 6d.). There you will find nearly 600 to keep you busy.

(4) You should have Meetings out-of-doors whenever possible ; it will be a very bad night indeed during Winter months in which you couldn't do one item of the programme, say a night game, out of the Troop Room. The training done on the week-night should be linked up with the half-day's or day's Scouting later on.

(5) Keep programmes varied so that interest is always roused. If an item obviously falls flat it may be wise to drop it, and try it again another night. But, as in all learning, Scouting demands at times steady concentration of attention ; boys cannot be expected to give this for long stretches, but

they must be ready at times to stick to an important bit of work even if they don't like it.

Those are some of the points about Scout training which it is hoped you have got from these programmes. The next thing to discuss is, how should you proceed? Here are a few suggestions :

(1) Go through *Scouting for Boys* (use the 40th Anniversary Edition) and tick those items which have been done in these programmes. You will be surprised how much has *not* been done! So you can use the undone items for further programmes.

(2) Get into the habit of talking over future programmes with the Patrol Leaders in the Court of Honour. Of course at first they themselves do not know enough about Scouting to give many suggestions (though they, too, could go through *Scouting for Boys* and make lists of things they would like to do). They can give ideas on badges which are needed, or of special parts of tests which need revision. As they get more experience, they will be more and more helpful in this matter of planning the Troop's activities.

(3) Other volumes in this Gilcraft Series will be found helpful. *Scout Games* has already been referred to; other volumes you may note are: *Pioneering* (this deals with lashings, bridges, etc.); *Exploring* (this is a book on map-reading, etc.); and *Training in Observation and Tracking* (full of ideas about observation and deduction). If you have a taste for knots, try the volume called *Knotting*.

(4) Best of all, especially now that you have had some experience, go to a practical Training Course. You will never regret the time given to this; in addition to the practical tips you will pick up, you will also get many good ideas and suggestions from the other Scouters on the Course. A week or ten days at such a camp, is worth a shelf full of books—useful as these can be.

Finally, here's a message for you from our Founder: it will help you when you get depressed and begin to worry whether after all it's worth it.

B.-P. said :

“ In dealing with the Scouts, you are bound to meet with disappointments and setbacks. Be patient ; more men ruin their work or careers through want of patience than do so through drink or other vices. You will have to bear patiently with irritating criticisms and red tape bonds to some extent ; but your reward will come. The satisfaction which comes of having tried to do one's duty at the cost of self-denial, and of having developed characters in the boys which will give them a different status for life, brings such a reward as cannot well be set down in writing.”

DAVID M GORDON
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